

Monsters

You can use the monsters included in the 13th Age Archmage Engine, or you can make your own.

Monster Rules

Stats & Characteristics

Most monster attacks generally deal a specific amount of damage (instead of rolling for damage) and don't add on the escalation die. Only exceptional monsters get to add the escalation die to their attacks.

Monsters may have particular abilities or powers that are triggered when the attack roll is greater than a certain threshold. The default trigger happens at a 16+ monster d20 attack roll, though unpredictable monsters may have effects trigger on other rolls.

Mooks

Mooks are weaker monsters that can be cut down in large numbers in a single turn. Damage is not tracked against single mooks, but against the entire mob of mooks you're facing. If you roll damage against a mook and it is greater than the single mook's hit points, then another mook takes the remainder. In this way, damage can cascade to multiple mooks, and a player can kill multiple in one turn, even if they're not all directly within your attack range.

A mook's hit point value is one-fifth that of a regular monster.

Mooks move and attack individually. Mooks deal a fixed damage when they hit, and double damage when they roll a natural 20.

Mooks can be split up into multiple mobs with different initiative numbers and hit point pools for each.

Large & Huge Monsters

Large monsters generally have twice the hit points and deal roughly double the damage of a normal-sized monster. They also count as two monsters when you build a battle.

Huge monsters have triple the hit points, deal triple damage, and count as three normal-sized monsters when you're putting together a battle.

Regular-sized monsters may also have the same stats as large and huge monsters, in which case they are labeled as double-strength and triple-strength monsters, respectively.

Dire Animals

Dire animals are bigger (large-sized) versions of normal animals. Dire animals usually have at least one dire feature, determined randomly using the table below.

d6	Dire Feature	Description
1	Armor plates	Add +2 to the dire animal's AC, and add +1 to its PD.
2	Spiky bits	Whenever an enemy hits the dire animal with a melee attack, deal damage equal to twice the animal's level to that attacker.
3	Carnage	The dire animal's attacks that miss deal damage equal to its level. When staggered, its missed attacks deal damage equal to double its level.

4	Poison	The dire animal's main attack also deals 5 ongoing poison damage per tier (5 ongoing poison at levels 1-4, 10 at 5-7, etc.).
5	Dire regeneration	When the escalation die is even, this animal heals damage equal to triple its level at the start of its turn.
6	Fury	While staggered, the dire animal gains a +2 attack bonus and deals +4 damage, but at the end of each of its turns it takes 2d6 damage.

Abilities

Monsters may have special abilities for use in battle.

Burrowing

Burrowing is a special rule for monsters that allows somewhat restricted movement underground. Unless otherwise specified, monsters generally do not leave functional tunnels behind them when burrowing.

A burrowing creature on the surface may attempt to burrow underground by using a standard action. Burrowing is successful if a saving throw beats the required save for the type of ground.

Type of Ground	Difficulty	Save Needed
Sand, dirt, forest soil	Easy	6+
Hard-packed dirt, loose rocks	Normal save	11+
Rock, caves, dungeon floors	Hard save	16+

After successfully burrowing, a creature may move underground, faster or slower depending on the hardness of the ground, out of sight of other creatures, hidden and safe from attacks.

For breaking through to the surface, the sequence is as follows: a move action from deeper under the ground to come close to the surface, close enough that people see there's something coming, followed by a quick action to break through, and then by a standard action attack.

Death Attacks and Last-Gasp Saves

Some deadly monsters have a special attack called a *death attack* that can kill (petrify, paralyze, liquefy, immolate) in a single attack. Such attacks offer the player a *last-gasp save*.

A player that is affected by a death attack has a limited amount of last-gasp saves to try to throw off the condition of the death attack. On the first turn a player is affected, the player may make a single action (standard, move, or quick), after which they must roll a hard save (16+). If successful, the player shrugs off the death attack condition and can act normally on their next turn. If unsuccessful, their turn ends and the player may not take any other actions on future turns except for further last-gasp saves. Each successive last-gasp save is a hard save (16+). A successful save means that the player can act normally on the next round, unless the player rolls a natural 20 for their last-gasp save, which means that the player can take their turn normally in the current round.

Once a player fails four last-gasp saves while fighting off the death attack, the death attack effect succeeds, and the player is adversely affected as the attack indicates.

An ally may assist a player affected by a death attack. The ally must use a standard action to help the player shake off the attack. This gives the player a free last-gasp save that may be rolled immediately. (A failure doesn't count against the four allowed saves.) In addition, the assisted save becomes normal difficulty (11+) instead of hard.

Demon Abilities

Demons may or may not have a special demonic ability. Roll 1d10 for each non-mook normal-sized demon. If you roll less than or equal to the demon's level, it has a random ability. Large or huge (or double- or triple-strength) demons automatically get one at least one random ability.

When a demon has an ability, roll 1d6 or 1d8 (GM's choice) on the table below to determine what it is.

d6 or d8	Demonic Ability	Description
1	True seeing	The demon is immune to invisibility and ignores any illusions.
2	Resist fire 18+	You'll see that the demon resists fire the first time you use fire against it.
3	Invisibility	The first time the demon is staggered in a battle, it becomes invisible until the end of its next turn.
4	Resist energy 12+	The demon's resistance to all energy types puts a damper on enemy spellcasters, but at least the resistance is only 12+.
5	Fear aura	Enemies engaged with the demon who are below its fear hit point threshold are dazed and can't use the escalation die. See Fear.
6	Teleport	1d3 times per battle, as a move action, the demon can teleport anywhere it can see nearby.
7	Demonic speed	The demon can take an extra action each turn while the escalation die is 4+.
8	Gate	Once per battle as a standard action, if the demon is staggered, it can summon a single demon ally at least two levels below its own level. The allied demon rolls initiative and does not appear on the battlefield until its turn starts.

Dragon Abilities

All dragons have two standard abilities: *escalator* and *flight*. The escalator ability allows the dragon to add the escalation die to its attack rolls. The flight ability allows the dragon to fly—fairly well, and quickly in a straight line, though not as maneuverable as more agile fliers.

Dragons have a breath attack. Unlike most close attacks that target a number of enemies, dragon breath attacks don't care about whether the targets are in a group.

Young dragons are medium-sized. Adult dragons are usually large sized. Huge-sized dragons are the exception, and have usually outgrown the vulnerabilities of their weaker kin.

Dragons have distinct personalities. A few have unique features. They are smart enough not to fight to their own death.

Dragons may have random abilities. For GMs who are uncertain whether a medium dragon should have a random ability, roll a d8. Otherwise, roll a d12. If the roll is less than or equal

to the dragon's level, it gets a random ability according to the table below. Some huge dragons have two abilities. If you want to give the dragon a chance of having one of the abilities that has campaign implications, add +2 to the roll.

d8 or d12	Dragon Ability	Description
1	True seeing	The dragon is immune to invisibility and ignores any illusions.
2	Whipping tail	When an enemy engaged with the dragon rolls a natural 1 or 2 with an attack roll, the dragon can make an opportunity attack against that creature as a free action. The attack is set up by the dragon's whipping tail but delivered by the dragon's usual melee attack.
3	Tough Hide	The dragon has a +1 bonus to AC.
4	Twisted Mind	The dragon has a +2 bonus to MD.
5	Nimble	The dragon has a +2 bonus to PD.
6	No vulnerability	Unlike other dragons of its color, this dragon has no vulnerability. The PCs will figure that out the first time they try to use its supposed vulnerability against it.
7	Now I'm mad!	The first time the dragon is staggered each battle, it uses its breath weapon attack as a free action that does not count against the normal uses of its breath.
8	Serious threat	Disengage checks against the dragon take a -5 penalty. When a creature fails to disengage from the dragon, it takes damage equal to double the dragon's level.
9	PC-style racial power	The dragon has one of the racial powers of a player character race. The most common expressions per color are: white (halfling); black (halfling, half-orc, human, wood elf); green (dwarf, dark elf); blue (high elf, half-orc); red (half-orc, human, wood elf).
10	Raw power	Until it is staggered, the dragon rolls 2d20 with its melee attacks and uses the higher roll.
11	Damage aura	When an enemy starts its turn engaged with the dragon, it takes damage equal to the dragon's level (adventurer tier), double the level (champion tier), or triple the level (epic tier). The damage type is the same as the dragon's breath weapon.
12	More breath	The dragon can use its intermittent breath 1d4 more times each battle. If its breath weapon isn't intermittent (white and green dragons), the dragon gains the extra uses anyway, making it more dangerous than lesser specimens of its color.
13	Humanoid form	The dragon is capable of shapechanging into a humanoid form, usually of a warrior or spellcaster appropriate to its nature and usually not obviously draconic, registering as a normal humanoid. The dragon has the PC-style racial power of their humanoid form, but only while in shapechanged form.
14	Some Unique Thing	The dragon has an entirely unique characteristic, something akin to a player character's one unique thing except that the dragon's version may be relevant to combat. GM, if you don't feel like making something up, choose an ability from the list above.

Fear

Some monsters may have an aura of fear that makes them more difficult to be attacked.

A character engaged with such a monster must have a certain amount of hit points (according to the level of the monster with the fear aura) or be dazed (-4 attack) and gain no benefit from the escalation die.

Level	Fear threshold (HP)
0	7
1	9
2	12
3	15
4	18
5	24
6	30
7	36
8	48
9	60
10	72
11	96
12	120
13	144
14	192

Should the character's hp increase past the fear threshold or the character disengage from the monster, they lose the dazed effect and regain the escalation die benefits.

Group Abilities

A few monsters have limited abilities that can be used a certain number of times in a battle for the group. Any monster within that group may use the ability, but then the number of available uses is decremented for the entire group. It does not matter which monster uses the ability.

Mooks cannot have group abilities.

Monster List

Lvl	Monster	Size	Role
0	giant ant	normal	troop
1	decrepit skeleton	normal	mook
1	dire rat	normal	mook
1	giant scorpion	normal	wrecker
1	goblin grunt	normal	troop
1	goblin scum	normal	mook
1	human thug	normal	troop
1	kobold archer	normal	mook
1	kobold warrior	normal	troop
1	orc warrior	normal	troop
1	skeletal hound	normal	blocker
1	skeleton archer	normal	archer
1	wolf	normal	troop
1	zombie shuffler	normal	mook
2	ankheg	large	troop
2	bear	normal	troop

2	giant web spider	large	blocker
2	goblin shaman	normal	caster
2	hobgoblin warrior	normal	troop
2	human zombie	normal	troop
2	hunting spider	normal	wrecker
2	kobold hero	normal	leader
2	lizardman savage	normal	wrecker
2	medium white dragon	normal	troop
2	newly-risen ghoul	normal	mook
2	orc berserker	normal	troop
2	orc shaman	normal	leader
2	skeleton warrior	normal	troop
2	trog	normal	spoiler
3	bugbear	normal	troop
3	dire wolf	large	troop
3	dretch	normal	mook
3	ghoul	normal	spoiler
3	gnoll ranger	normal	archer
3	gnoll savage	normal	troop
3	hell hound	normal	wrecker
3	hungry star	normal	wrecker
3	imp	normal	spoiler
3	medium black dragon	normal	wrecker
3	ochre jelly	large	wrecker
3	ogre	large	troop
3	otyugh	large	blocker
3	trog chanter	normal	leader
4	Blackamber skeletal legionnaire	normal	troop
4	derro maniac	normal	troop
4	derro sage	normal	caster
4	despoiler	normal	caster
4	dire bear	large	troop
4	flesh golem	large	blocker
4	gnoll war leader	normal	leader
4	half-orc legionnaire	normal	troop
4	harpy	normal	spoiler
4	hobgoblin captain	normal	leader
4	large white dragon	large	troop
4	medium green dragon	normal	spoiler
4	minotaur	large	troop
4	owl bear	large	wrecker
4	troll	large	troop
4	wight	normal	spoiler
5	bulette	large	wrecker
5	demon-touched human ranger	normal	archer
5	ettin	large	troop
5	frenzy demon	normal	wrecker
5	gargoyle	normal	troop
5	gelatinous cube	huge	blocker

5	half-orc tribal champion	normal	wrecker
5	hobgoblin warmage	normal	caster
5	huge white dragon	huge	troop
5	hydra, 5 heads	huge	wrecker
5	medium blue dragon	normal	caster
5	sahuagin	normal	wrecker
5	wraith	normal	spoiler
5	wyvern	large	wrecker
6	clay golem	large	spoiler
6	drider	large	caster
6	hill giant	large	troop
6	large black dragon	large	wrecker
6	manticore	large	archer
6	medium red dragon	normal	wrecker
6	medusa	normal (x2)	wrecker
6	vampire spawn	normal	spoiler
6	vrock	normal	spoiler
7	frost giant	large	spoiler
7	hezrou	large	troop
7	hydra, 7 heads	huge	wrecker
7	large green dragon	large	spoiler
7	ogre mage	large	caster
7	orc rager	normal	mook
7	phase spider	large	wrecker
8	fire giant	large	wrecker
8	glabrezou	large	caster
8	large blue dragon	large	caster
8	rakhasa	normal (x2)	caster
8	stone giant	large	troop
8	stone golem	large	blocker
9	black pudding	huge	wrecker
9	chimera	large	wrecker
9	despoiler mage	normal	caster
9	fire giant warlord	large	leader
9	giant vrock	large	spoiler
9	hooked demon	normal	mook
9	huge black dragon	huge	wrecker
10	great fang cadre (orc)	normal	mook
10	iron golem	large	wrecker
10	large red dragon	large	wrecker
10	nalfeshnee	large	caster
10	spawn of the master (vampire)	normal	mook
10	storm giant	huge	archer
10	vampire	normal	spoiler
11	huge green dragon	huge	spoiler
11	medusa noble	normal (x2)	caster
12	huge blue dragon	huge	caster
12	marilith	large	troop
13	balor	large	wrecker

13	huge red dragon	huge	wrecker
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Monster Key

Size/Strength	Initiative	AC	xx
Level		PD	xx
Role	Attack	MD	xx
Type	<i>Extra Effects</i>	HP	xx
	<i>Specials</i>		

Size/Strength and Level

These are the key stats that determine how tough a battle will be using the creature. Sizes are regular, large, and huge. Regular-sized monster can have double-strength (2x) and triple-strength (3x). Regular-sized and regular-strength monsters are labeled as normal.

Role

Monsters with different roles still use the same stats.

Archers

Archers are ranged attackers who use weapons rather than spells.

Blockers

Blockers have abilities that help them protect their allies.

Casters

Casters are magician-types who need space to cast their spells properly. They're capable of anything.

Leaders

Leaders have abilities that help other monster allies fight better.

Mooks

Mooks are minor monsters that are good cannon fodder. (See Mooks.)

Spoilers

Spoilers mess the PCs up with attacks that inflict harmful effects instead of or in addition to hit point damage.

Troops

Troops are the default monster type that aim to hurt PCs via hit point damage.

Wreckers

Wreckers really bring the pain. Enemy groups containing only wreckers will be very dangerous to the PCs.

Type

Some spells and magic items care about monster type. A ranger with a favored enemy type definitely cares about it.

Types include aberration, beast, construct, demon, dragon, giant, humanoid, ooze, and undead.

Initiative, AC, PD, MD, HP

See Combat Stats.

Attack

The default attack is a melee attack against one target that requires a standard action to use. If an attack can target more than one creature, that information follows the attack value.

When a monster makes an opportunity attack, it must use a melee attack. If that attack action normally includes multiple attacks, it can make only one attack roll.

The abbreviation **R:** indicates that an attack is a ranged attack instead of a melee attack. The default ranged attack assumes a single nearby target, but some can hit far away targets as well, which is noted in the targeting information or extra effect trigger.

The abbreviation **C:** refers to close-quarters attacks that can be used without triggering opportunity attacks from engaged enemies like ranged attacks do. Each close-quarters attack will note its targets.

Some attacks can only be used when the natural roll triggers it. These attacks have a [*Special trigger*] indicator at the start of the attack line. Other triggers allow a monster to use a normal standard action attack as a free action.

Extra Effect Trigger

Many monster abilities trigger randomly based on the monster's attack roll. Not all attacks have triggers. Most extra effect triggers are natural even or odd attack rolls or other specific die rolls, but a few are more unusual.

Specials

These are other attacks and special abilities like *fear* or movement abilities like *flight*. Not all monsters have them.

Some monsters have nastier special abilities that increase a monster's options and help keep monsters interesting throughout the campaign. Use them as options whenever you like.

Monster Reference

Animal/Critter

For dire animal abilities, see Dire Animals.

Dire Rat

Normal 1st level Mook Beast	Initiative: +2	AC	15
		PD	15
	Infected bite +5 vs. AC—4 ongoing damage	MD	10
		HP	6
	<u>Nastier Specials</u> <i>Squealing pack attack</i> : This creature gains a +1 attack bonus per other dire rat engaged with the target it's attacking.		

Giant Ant

Normal 0 level Troop	Initiative: +0	AC	14
		PD	13
	Mandibles +5 vs. AC—3 damage	MD	9

Beast	<p><i>Natural 16+</i>: The target also takes 1d3 ongoing acid damage.</p> <p><i>Wall-crawler</i>: A giant ant can climb on ceilings and walls as easily as it moves on the ground.</p>	HP 20
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Giant Scorpion

Normal 1st level Wrecker Beast	<p>Initiative: +6</p> <p>Pincer +6 vs. PD—1 damage, and the scorpion gains a +2 attack bonus against the same target this turn with its <i>stinger</i> attack.</p> <p><i>Limited use</i>: 2/round, each requiring a quick action. (Hitting the same target twice with <i>pincer</i> gives the <i>stinger</i> attack a +4 bonus.)</p> <p>Stinger +6 vs. AC—3 damage, and 3 ongoing poison damage</p>	<p>AC 16</p> <p>PD 15</p> <p>MD 10</p> <p>HP 22</p>
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Hunting Spider

Normal 2nd level Wrecker Beast	<p>Initiative: +6</p> <p>Bite +6 vs. AC—8 damage</p> <p><i>Natural 16+</i>: The target also takes 1d8 ongoing poison damage.</p> <p><i>Scuttle</i>: A hunting spider can turn its own failed disengage check into a success by taking 1d4 damage.</p> <p><i>Wall-crawler</i>: A hunting spider can climb on ceilings and walls as easily as it moves on the ground.</p>	<p>AC 17</p> <p>PD 14</p> <p>MD 11</p> <p>HP 34</p>
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Giant Web Spider

Large 2nd level Blocker Beast	<p>Initiative: +6</p> <p>Bite +7 vs. AC—5 damage, and 5 ongoing poison damage</p> <p><i>Natural even hit</i>: The target also takes 2d6 ongoing poison damage if it's dazed or stuck.</p> <p>C: Web +7 vs. PD (up to 2 nearby enemies in a group)—3 damage, and the target is dazed until the end of the spider's next turn</p> <p><i>Natural 18+</i>: The target is also stuck until the end of the spider's next turn.</p> <p><i>Wall-crawler</i>: A giant web spider can climb on ceilings and walls as easily as it moves on the ground.</p>	<p>AC 17</p> <p>PD 16</p> <p>MD 12</p> <p>HP 68</p>
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Wolf

Normal 1st level Troop Beast	<p>Initiative: +4</p> <p>Bite +5 vs. AC—5 damage</p> <p><i>Pack attack</i>: This creature gains a +2 bonus to attack and damage for each other ally engaged with the target (max +4 bonus).</p>	<p>AC 17</p> <p>PD 15</p> <p>MD 11</p> <p>HP 28</p>
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Bear

Normal 2nd level Troop Beast	Initiative: +4	AC	17
		PD	16
	Bite +7 vs. AC—6 damage	MD	12
		HP	45
	<i>Natural even hit:</i> The target takes +1d6 damage from a claw swipe.		

Dire Wolf

Large 3rd level Troop Beast	Initiative: +6	AC	17
		PD	17
	Vicious bite +8 vs. AC—18 damage	MD	13
		HP	80
	<i>Pack attack:</i> This creature gains a +2 bonus to attack and damage for each other ally engaged with the target (max +4 bonus).		
	<i>Chilling howl:</i> Whenever a dire wolf's attack drops an enemy to 0 hp or below, all dire wolves in the battle can howl as a free action. When the wolves howl, each enemy in the battle takes a penalty to its attacks and all defenses equal to the number of living dire wolves in the battle (max -5) until the end of the attacking wolf's next turn. New howls extend the duration of the current howl rather than downgrading the howl's effect if dire wolves have been slain in the meantime.		
	<i>One dire feature:</i> Roll randomly unless you know this beast's story already.		

Dire Bear

Large 4th level Troop	Initiative: +7	AC	19
		PD	19
	Bite +8 vs. AC—24 damage	MD	14
		HP	130
	<i>Natural even hit:</i> The target takes +2d6 damage from a claw swipe.		
	<i>Savage:</i> The dire bear gains a +2 attack bonus against staggered enemies.		
	<i>One dire feature:</i> Roll randomly unless you know this beast's story already.		

Ankheg

Large 2nd level Troop Beast	Initiative: +8	AC	19
		PD	17
	Mandibles +7 vs. AC—8 damage	MD	11
		HP	60
	<i>Natural even hit:</i> If the target is small, the ankheg grabs it. While the ankheg is grabbing a creature, the only legal target for its <i>mandibles</i> attack is the grabbed creature.		
	C: Acid spit +7 vs. PD (one nearby enemy, plus any enemy the		

	<p>ankheg has grabbed)—5 ongoing acid damage <i>Limited use:</i> 1/round, as a quick action.</p> <p><i>Escape speed:</i> At the end of the ankheg’s turn, roll a d6. If it’s equal to or less than the escalation die, the ankheg can move again as a free action.</p>	
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Bulette

Normal 5th level Wrecker Beast	<p>Initiative: +7</p> <p>Gigantic claws +12 vs. AC (2 attacks)—15 damage <i>Dual hit:</i> If both claws hit during the same turn, the bulette can make a <i>terrible bite</i> attack during its next turn as a standard action.</p> <p><i>[Special trigger]</i> Terrible bite +14 vs. AC—45 damage <i>Miss:</i> 22 damage.</p> <p><i>Blood frenzy:</i> The bulette’s crit range expands to 16+ while the escalation die is 4+.</p> <p><i>Serious burrower:</i> A bulette can burrow incredibly quickly for short distances. They’re renowned for the mounds of dirt and rock they push above them as they surge through the ground like land torpedoes.</p> <p><u>Nastier Specials</u> <i>Savage response:</i> When an attacker scores a critical hit against the bulette and it survives, the bulette can make a <i>terrible bite</i> attack as a free action against one target engaged with it.</p>	<p>AC 22 PD 19 MD 14 HP 170</p>
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Chimera

Large 9th level Wrecker Beast	<p>Initiative: +15</p> <p>Fangs, claws, and horns +14 vs. AC (3 attacks)—25 damage <i>Natural 14-15:</i> The target is dazed until the end of the chimera’s next turn from a headbutt. <i>Natural 16-17:</i> The target takes 20 ongoing damage from raking claws. <i>Natural 18-20:</i> The chimera makes a <i>fiery breath</i> attack as a free action.</p> <p><i>[Special trigger]</i> Fiery breath +14 vs. PD (up to 3 nearby enemies in a group)—3d10 fire damage</p> <p><i>Bestial thresher:</i> Whenever a creature misses the chimera with a melee attack, the chimera’s multiple sharp bits deal 3d10 damage to that attacker.</p>	<p>AC 24 PD 20 MD 16 HP 320</p>
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Nastier Specials

Now it's angry: When an attacker scores a critical hit against the chimera and it survives, its attack rolls on its next turn deal the effects of the lower rolls as well as their own results.

Demon

For demon abilities, see Demon Abilities.

Dretch

Normal 3rd level Mook Demon	Initiative: +5	AC	17
		PD	15
	Claws +8 vs. AC—6 damage	MD	11
	<i>Fear:</i> While engaged with this creature, enemies that have 15 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.	HP	13

Imp

Normal 3rd level Spoiler Demon	Initiative: +8	AC	20
		PD	13
	Festering claws +7 vs. AC—3 damage, and 5 ongoing damage	MD	16
	R: Blight jet +7 vs. PD—7 damage, and the target is dazed (save ends) <i>First natural 16+ each turn:</i> The imp can choose one: the target is weakened instead of dazed; OR the imp can make a <i>blight jet</i> attack against a different target as a free action. <i>Curse aura:</i> Whenever a creature attacks the imp and rolls a natural 1-5, that creature takes 1d10 psychic damage. <i>Flight</i>	HP	40

Despoiler

Normal 4th level Caster Demon	Initiative: +9	AC	19
		PD	14
	Horns and daggers +8 vs. AC (2 attacks)—5 damage <i>Natural 16+:</i> The despoiler can pop free from the target.	MD	18
	R: Abyssal whispers +9 vs. MD (one nearby or far away enemy)—15 psychic damage, and the target is confused (save ends); OR the target can choose to avoid the confusion effect by taking 6d6 psychic damage. C: Sow discord +9 vs. MD (2 nearby enemies engaged with the same creature or with each other)—one target makes an at-will melee attack against this power's other target <i>Limited use:</i> 1/day, as a quick action.	HP	52

Frenzy Demon

Normal 5 th level Wrecker Demon	Initiative: +10	AC	21
		PD	17
	Claw +9 vs. AC (2 attacks)—9 damage	MD	17
		HP	70
<p><i>Raging frenzy:</i> Whenever the frenzy demon misses with a melee attack, it gains a +1 attack bonus and deals +1d4 damage until the end of the battle (maximum bonus +4, +4d4).</p>			

Vrock (vulture demon)

Normal 6 th level Spoiler Demon	Initiative: +9	AC	21
		PD	17
	Filth-covered claws +11 vs. AC (2 attacks)—7 damage, and 5 ongoing poison damage	MD	17
		HP	88
<p><i>Natural even hit:</i> The vrock can make a <i>demonic screech</i> attack as a free action.</p>			
<p>[Special trigger] C: Demonic screech +11 vs. MD (1d3 nearby enemies), 5 psychic damage, and the target is vulnerable (<i>attacks vs. it have crit range expanded by 2</i>) until the end of the battle</p>			
<p><u>Nastier Specials</u></p> <p><i>Predation:</i> Creatures hit by the vrock's <i>demonic screech</i> attack that are already vulnerable are also hampered (save ends).</p>			

Hezrou (toad demon)

Large 7 th level Troop Demon	Initiative: +11	AC	22
		PD	16
	Meaty, clawed hands +12 vs. AC (2 attacks)—28 damage	MD	20
		HP	210
<p><i>Any hit:</i> The demon can grab the target if it isn't already grabbing a creature. The grabbed foe can't move except to teleport, pop free, or attempt to disengage, and disengage attempts take a -5 penalty unless the creature hit the hezrou with an attack that turn.</p> <p>The hezrou gains a +4 attack bonus against any enemy it is grabbing.</p>			
<p><i>Demonic stench:</i> While engaged with this creature, enemies with 84 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.</p>			
<p><u>Nastier Specials</u></p> <p><i>Abyssal sergeant:</i> Lower-level non-mook demons nearby the hezrou deal damage equal to their level when they miss with an attack.</p> <p><i>Stab this now:</i> The hezrou's allies gain a +4 attack bonus against any creature it is grabbing.</p>			

Glabezou (pincer demon)

Large 8th level Caster Demon	Initiative: +16	AC 22
	Pincer +13 vs. AC—45 damage <i>Natural even hit:</i> The demon can grab the target as long as it isn't already grabbing a creature. The grabbed foe can't move except to teleport, pop free, or attempt to disengage, and disengage attempts take a -5 penalty unless the creature hit the glabrezou with an attack that turn. The glabrezou gains a +4 attack bonus against any enemy it is grabbing. R: Painbolt +13 vs. MD (one nearby or far away creature)—70 psychic damage C: Hellfire + 13 vs. PD (1d3 nearby enemies in a group <i>and</i> any glabrezou allies engaged with those enemies)—50 fire damage <i>Mirror images:</i> At will, as a move action, a glabrezou can create multiple images of itself that make it harder to target. The next time an attack would hit the glabrezou, the attacker has to roll 11+ with another d20 roll: success indicates a hit; failure is a miss that hits one of the mirror images instead, dealing no miss damage to the glabrezou but dispelling all the images. Once the glabrezou is staggered, it takes 2d10 damage whenever it uses <i>mirror image</i> , so movement or escape start registering as alternatives. <i>Power word stun:</i> Once per day as a free action, the glabrezou can utter a word of power, canceling a single action just taken by a nearby creature with fewer hit points than the glabrezou—whether it was casting a spell, healing an ally, or whatever. The GM can see the results of the action, such as a die roll, before deciding whether to use the <i>power word</i> .	PD 22 MD 18 HP 320

Despoiler Mage

Normal 9th level Caster Demon	Initiative: +14	AC 24
	Horns and swords +13 vs. AC (2 attacks)—20 damage <i>Natural 16+:</i> The despoiler mage can pop free from the target. R: Abyssal whispers +14 vs. MD (one nearby or far away enemy)—45 psychic damage, and the target is confused (save ends); OR the target can choose to avoid the confusion effect by taking 10d10 psychic damage to clear their head . . . R: Magic missile (one nearby or far away enemy)—10 automatic force damage <i>Limited use:</i> 1/round, as a quick action.	PD 19 MD 23 HP 170

C: Sow discord +14 vs. MD (2 nearby enemies engaged with the same creature or with each other)—one target makes an at-will melee attack against this power's other target
Limited use: 1/battle, as quick action.

Aura of betrayal: At the start of each of the despoiler mage's turns, choose a random nearby enemy. Until the start of the despoiler mage's next turn, that creature's allies no longer consider it an ally, though its enemies' powers can still target it as an enemy. The creature isn't compelled to attack its former friends.

Hooked Demon

Normal 9 th level Mook Demon	Initiative: +12	AC	23
		PD	21
	Hooks and barbs +14 vs. AC—27 damage	MD	17
	<i>Natural 16+:</i> The hooked demon can make another <i>hooks and barbs</i> attack as a free action (and yes, this can keep going up to a maximum number of attacks equal to the escalation die + 1).	HP	45
	<u>Nastier Specials</u> <i>Bleeding wounds:</i> Whenever the hooked demon hits a creature with <i>hooks and barbs</i> , that creature takes 10 damage each time it makes a non-basic attack (save ends).		

Giant Vrock (vulture demon)

Large 9 th level Spoiler Demon	Initiative: +12	AC	24
		PD	21
	Giant filth-covered claws +14 vs. AC (2 attacks)—30 damage, and 15 ongoing poison damage	MD	21
	<i>Natural even hit:</i> The vrock can make a <i>demonic screech</i> attack as a free action.	HP	333
	<i>[Special trigger]</i> C: Demonic screech +14 vs. MD (1d3 nearby enemies)—15 psychic damage, and the target is vulnerable (attacks vs. it have crit range expanded by 2) until the end of the battle C: Sporeburst +14 vs. PD (all nearby enemies)—30 damage, and 30 ongoing damage; while the target is taking ongoing damage, it is hampered <i>Limited use:</i> 1/battle, when the escalation die is 4+. <i>Predation:</i> Creatures hit by the vrock's <i>demonic screech</i> attack that are already vulnerable are also hampered (save ends).		

Nalfeshnee (boar demon)

Large	Initiative: +13	AC	25
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10th level Caster Demon	<p>Musky claw or slimy hoof +15 vs. AC—90 damage <i>Miss:</i> The nalfeshnee gains a +4 attack bonus until it hits. Unlike most effects, let it stack.</p> <p>R: Accursed burst +15 vs. PD (1d3 nearby enemies)—50 cold/fire/lightning/negative energy damage (your choice), and the nalfeshnee can make an <i>abyssal curse</i> attack as a free action</p> <p><i>[Special trigger]</i> Abyssal curse +15 vs. MD (each creature hit by <i>accursed burst</i>)—the target is weakened until the end of its next turn</p> <p><i>Flight</i></p> <p><i>Unpredictable:</i> Nalfeshnee always have at least two random demon abilities.</p> <p><u>Nastier Specials</u> <i>Hooked mooks:</i> Once per battle, if the nalfeshnee is staggered, it can gate in 2d4 hooked demons as a quick action. Roll initiative for the hooked demons; they do not appear in the battle and take their turns until their next initiative count comes up.</p>	PD 20 MD 24 HP 400
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Marilith (serpent demon)

Large 12th level Troop Demon	<p>Initiative: +20</p> <p>Six whirling swords +17 vs. AC (6 attacks)—30 damage, and the marilith can pop free from the target after the attacks</p> <p>R: Beguiling gaze +17 vs. MD (one nearby or far away unengaged enemy)—As a free action, the target immediately moves toward the marilith, attempting to engage it or get as close as possible to it <i>Limited use:</i> 1/round, as a quick action.</p> <p><i>Terrible swift swords:</i> The marilith's crit range with melee attacks expands by a number equal to the escalation die.</p>	AC 28 PD 21 MD 25 HP 666
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Balor (flame demon)

Large 13th level Wrecker Demon	<p>Initiative: +17</p> <p>Abyssal blade +18 vs. AC—160 damage <i>Natural even hit:</i> The balor deals +1d20 lightning damage to the target and to one other nearby enemy of balor's choice. Then repeat that damage roll against the targets once for each point on the escalation die (so if it's 4, that's four more d20 rolls) <i>Natural even miss:</i> 80 damage.</p> <p>C: Flaming whip +18 vs. PD (one nearby enemy)—50 fire damage,</p>	AC 29 PD 27 MD 23 HP 850
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	<p>and the target is pulled to the balor, who engages it. <i>Natural even miss:</i> 25 fire damage. <i>Limited use:</i> 1/round, as a quick action.</p> <p><i>Desperate escalator:</i> While staggered, the balor adds the escalation die to its attack rolls.</p> <p><i>Fiery aura:</i> At the start of the balor's turn, each enemy engaged with it takes 4d10 fire damage; any die result of 10 is kept and the die rerolled.</p> <p><i>Flight</i></p> <p><i>Shadow and flame:</i> The balor gains a +5 bonus to all defenses against attacks by far away enemies.</p> <p><u>Nastier Specials</u> <i>Vorpul blade:</i> Critical hits with the abyssal blade deal triple damage instead of double damage.</p>	
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Derro

Confusion effects only affect derro if they secretly want to murder one of their own companions.

Derro Maniac

Normal	Initiative: +8	AC	19
4th level		PD	16
Troop	Shortsword +9 vs. AC—12 damage	MD	18
Humanoid	<p><i>Natural 16+:</i> The derro can cast one of the following close-quarters spells as a quick action this turn.</p> <p><i>Cloaking dark:</i> All nearby derro gain a +1 bonus to attacks and defenses until the end of the derro maniac's next turn (cumulative).</p> <p><i>Sonic squeal:</i> Two random nearby non-derro creatures take 2d4 thunder damage.</p> <p>R: Light repeating crossbow +9 vs. AC—10 damage</p> <p><i>Natural 16+:</i> The target also takes 5 ongoing poison damage.</p> <p><i>Natural 19+:</i> As above, and the derro maniac can make another <i>light repeating crossbow</i> attack as a free action.</p>	HP	52

Derro Sage

Normal	Initiative: +7	AC	18
4th level		PD	15
Caster	Staff +7 vs. AC—7 damage	MD	18
Humanoid	<p><i>Natural 16+:</i> The derro can cast one of the following close-quarters spells as a quick action this turn.</p> <p><i>Cloaking dark:</i> All nearby derro gain a +1 bonus to attacks and defenses until end of the derro sage's next turn (cumulative).</p> <p><i>Sonic squeal:</i> Two random nearby non-derro creatures take 2d8</p>	HP	40

	thunder damage.	
	<p>R: Mind scream +9 vs. MD—12 psychic damage, and the target is confused (<i>make a basic or at-will attack vs. ally</i>) until the end of the derro sage's next turn</p> <p><i>Natural 16+:</i> The derro sage can make another <i>mind scream</i> attack against a different nearby target as a free action.</p> <p><u>Nastier Specials</u></p> <p><i>Group gibbering:</i> The derro sage starts a group of derro gibbering as a quick action. It can maintain the gibber as a free action at the start of each turn by taking 1 damage. Each nearby non-derro creature that hears the gibber must roll a d6 at the start of its turn and takes psychic damage equal to the die roll or to the number of gibbering derro, whichever is lower.</p>	

Dragon

See Dragon Abilities.

Medium White Dragon

Normal 2nd level Troop Dragon	<p>Initiative: +6</p> <p>Vulnerability: fire</p> <p>Claws and bite +6 vs. AC (2 attacks)—4 damage</p> <p><i>Natural 16+:</i> The white dragon can make an <i>ice breath</i> attack as a free action.</p> <p><i>[Special trigger] C: Ice breath +6 vs. PD (1d3 nearby enemies)—4 cold damage</i></p> <p><i>Natural odd hit or miss:</i> The dragon takes 1d4 damage.</p> <p><i>Resist cold 12+:</i> When a cold attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.</p>	<p>AC 18</p> <p>PD 15</p> <p>MD 11</p> <p>HP 38</p>
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Medium Black Dragon

Normal 3rd level Wrecker Dragon	<p>Initiative: +9</p> <p>Vulnerability: thunder</p> <p>Claws and bite +8 vs. AC (2 attacks)—4 damage</p> <p><i>Natural 16+:</i> The target also takes 4 ongoing acid damage.</p> <p>C: Acid breath +9 vs. PD (1d3 nearby enemies)—5 acid damage, and 5 ongoing acid damage</p> <p><i>Miss:</i> 3 acid damage.</p> <p><i>Draconic grace:</i> At the start of each of the black dragon's turns, roll a d6 to see if it gets an extra standard action. If the roll is equal to or less than the escalation die, the black dragon can take an extra standard action that turn.</p>	<p>AC 19</p> <p>PD 17</p> <p>MD 15</p> <p>HP 42</p>
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	<p>After the first success, the grace die bumps up to a d8. After the second success, it's a d10, then a d12 after the third success, and finally a d20 after the fourth one.</p> <p><i>Intermittent breath:</i> A medium black dragon can use <i>acid breath</i> 1d3 times per battle, but never two turns in a row.</p> <p><i>Water-breathing:</i> Black dragons swim well and can breathe underwater.</p> <p><i>Resist acid 12+:</i> When an acid attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.</p>	
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Large White Dragon

Large 4th level Troop Dragon	<p>Initiative: +8 Vulnerability: fire</p>	<p>AC 20 PD 17 MD 13 HP 104</p>
	<p>Claws and bite +8 vs. AC (2 attacks)—12 damage <i>Natural 16+:</i> The white dragon can make an <i>ice breath</i> attack as a free action.</p> <p><i>[Special trigger] C: Ice breath +8 vs. PD (1d3 nearby enemies)—10 cold damage</i> <i>Natural odd hit or miss:</i> The dragon takes 2d4 damage.</p> <p><i>Resist cold 16+:</i> When a cold attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p>	

Medium Green Dragon

Normal 4th level Spoiler Dragon	<p>Initiative: +9 Vulnerability: psychic</p>	<p>AC 21 PD 18 MD 14 HP 60</p>
	<p>Sharp claws +9 vs. AC—7 damage <i>Natural 11-15:</i> The dragon can make a <i>bite</i> attack as a free action. <i>Natural 16+:</i> The dragon can make a <i>poison breath</i> attack as a free action.</p> <p><i>[Special trigger] Bite +9 vs. AC—10 damage</i> <i>Natural 16+:</i> The target also takes 5 ongoing poison damage.</p> <p><i>[Special trigger] C: Poison breath +9 vs. PD (1d3 nearby enemies)—7 poison damage, and the target is hampered (save ends)</i></p> <p><i>Burrow</i></p> <p><i>Resist poison 12+:</i> When a poison attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals</p>	

	half damage.	
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Huge White Dragon

Huge 5 th level Troop Dragon	Initiative: +10	AC	21
	Vulnerability: fire	PD	18
		MD	14
		HP	200
	<p>Claws and bite +9 vs. AC (2 attacks)—25 damage <i>Natural 16+:</i> The white dragon can make an <i>ice breath</i> attack as a free action.</p> <p><i>[Special trigger] C: Ice breath +9 vs. PD (1d3 nearby enemies)—20 cold damage</i> <i>Natural odd hit or miss:</i> The dragon takes 2d8 damage.</p> <p><i>Resist cold 18+:</i> When a cold attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.</p>		

Medium Blue Dragon

Normal 5 th level Caster Dragon	Initiative: +9	AC	22
	Vulnerability: force	PD	19
		MD	19
		HP	76
	<p>Dragon claw +9 vs. AC—10 damage <i>Natural even hit or miss:</i> The dragon can make a <i>bite</i> attack as a free action.</p> <p><i>[Special trigger] Bite +9 vs. AC—10 damage, and 2d6 lightning damage</i></p> <p>C: Lightning breath +9 vs. PD (1d3 nearby enemies)—8 lightning damage <i>Natural even hit:</i> The target is also dazed (save ends).</p> <p><i>Counter-spell:</i> When an enemy targets the blue dragon with a spell, the dragon can roll a save; success means the spell has no effect on the dragon. If the level of the spell is lower than the dragon's level, it's a normal save (11+). Against an equal or higher-level spell, the save is a hard save (16+). If the dragon is staggered, the save target increases by +5 (normal becomes hard, hard becomes 21+: impossible unless the dragon has a save bonus from some other source).</p> <p><i>Intermittent breath:</i> A medium blue dragon can use <i>lightning breath</i> 1d4 times per battle, but never two turns in a row.</p> <p><i>Resist lightning 12+:</i> When a lightning attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.</p>		

Large Black Dragon

Large 6th level Wrecker Dragon	Initiative: +13	AC	22
	Vulnerability: thunder	PD	20
	Claws and bite +11 vs. AC (2 attacks)—18 damage	MD	19
	<i>Natural 16+:</i> The target also takes 10 ongoing acid damage.	HP	160
<p>C: Acid breath +11 vs. PD (1d3 nearby enemies)—20 acid damage, and 10 ongoing acid damage <i>Miss:</i> 10 acid damage.</p> <p><i>Draconic grace:</i> At the start of each of the black dragon's turns, roll a d6 to see if it gets an extra standard action. If the roll is equal to or less than the escalation die, the black dragon can take an extra standard action that turn. After the first success, the grace die bumps up to a d8. After the second success, it's a d10, then a d12 after the third success, and finally a d20 after the fourth one.</p> <p><i>Intermittent breath:</i> A large black dragon can use <i>acid breath</i> 1d3 times per battle, but never two turns in a row.</p> <p><i>Water-breathing:</i> Black dragons swim well and can breathe underwater.</p> <p><i>Resist acid 16+:</i> When an acid attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p>			

Medium Red Dragon

Normal 6th level Wrecker Dragon	Initiative: +11	AC	21
	Vulnerability: cold	PD	20
	Fangs, claws, and tail +11 vs. AC (2 attacks)—8 damage	MD	16
	<i>First natural even hit or miss each turn:</i> Roll another <i>fangs, claws, and tail</i> attack.	HP	90
<p>C: Fiery breath +11 vs. PD (2d3 nearby enemies)—10 fire damage <i>Miss:</i> Half damage.</p> <p><i>Intermittent breath:</i> A medium red dragon can use <i>fiery breath</i> 1d3 times per battle, but never two turns in a row.</p> <p><i>Resist fire 12+:</i> When a fire attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.</p>			

Large Green Dragon

Large 7th level	Initiative: +11	AC	24
	Vulnerability: psychic	PD	21

Spoiler Dragon	<p>Sharp claws +12 vs. AC—25 damage <i>Natural 11-15:</i> The dragon can make a <i>bite</i> attack as a free action. <i>Natural 16+:</i> The dragon can make a <i>poison breath</i> attack as a free action.</p> <p><i>[Special trigger]</i> Bite +12 vs. AC—38 damage <i>Natural 16+:</i> The target also takes 10 ongoing poison damage.</p> <p><i>[Special trigger]</i> C: Poison breath +12 vs. PD (1d3 nearby enemies)—25 poison damage, and the target is hampered (save ends)</p> <p><i>Burrow</i></p> <p><i>Resist poison 16+:</i> When an acid attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p>	MD 16
		HP 230

Large Blue Dragon

Large 8th level Caster Dragon	<p>Initiative: +13 Vulnerability: force</p> <p>Double claws +12 vs. AC (2 attacks)—15 damage <i>Natural even hit or miss:</i> The dragon can make a <i>bite</i> attack as a free action.</p> <p><i>[Special trigger]</i> Bite +12 vs. AC—20 damage, and 2d10 lightning damage</p> <p>C: Lightning breath +12 vs. PD (1d3 nearby or far away enemies)—40 lightning damage <i>Natural even hit:</i> The target is also dazed (save ends).</p> <p><i>Intermittent breath:</i> A large blue dragon can use <i>lightning breath</i> 1d6 times per battle, but never two turns in a row.</p> <p><i>Counter-spell:</i> When an enemy targets the blue dragon with a spell, the dragon can roll a save; success means the spell has no effect on the dragon. If the level of the spell is lower than the dragon's level, it's a normal save (11+). Against an equal or higher-level spell, the save is a hard save (16+). If the dragon is staggered, the save target increases by +5 (normal becomes hard, hard becomes 21+: impossible unless the dragon has a save bonus from some other source).</p> <p><i>Resist lightning 16+:</i> When a lightning attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p>	AC 25
		PD 22
		MD 22
		HP 260

Huge Black Dragon

Huge 9th level Wrecker Dragon	Initiative: +17	AC	25
		PD	23
	Claws and bite +14 vs. AC (3 attacks)—30 damage	MD	21
	<i>Natural 16+:</i> The target also takes 15 ongoing acid damage. <i>Miss:</i> 20 damage.	HP	510
	C: Acid breath +14 vs. PD (1d3 nearby or far away enemies)—50 acid damage, and 15 ongoing acid damage		
	<i>Miss:</i> 4d12 acid damage.		
	<i>Draconic grace:</i> At the start of each of the huge black dragon's turns, roll a d4 to see if it gets an extra standard action. If the roll is equal to or less than the escalation die, the black dragon can take an extra standard action that turn. After the first success, the grace die bumps up to a d6. After the second success, it's a d8, then a d10 after the third success. The fourth success is a d12, and finally a d20 after the fifth one.		
	<i>Intermittent breath:</i> A huge black dragon can use <i>acid breath</i> 2d3 times per battle, but never two turns in a row.		
	<i>Water-breathing:</i> Black dragons swim well and can breathe underwater.		
	<i>Resist acid 18+:</i> When an acid attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.		

Large Red Dragon

Large 10th level Wrecker dragon	Initiative: +13	AC	25
	Vulnerability: cold	PD	24
	Fangs, claws, and tail +15 vs. AC (2 attacks)—35 damage	MD	20
	<i>First natural even hit or miss each turn:</i> Roll a third <i>fangs, claws, and tail</i> attack.	HP	400
	C: Fiery breath +15 vs. PD (2d3 nearby enemies)—40 fire damage		
	<i>Miss:</i> Half damage.		
	<i>Intermittent breath:</i> A large red dragon can use <i>fiery breath</i> 1d4 times per battle, but never two turns in a row.		
	<i>Fear:</i> While engaged with this creature, enemies with 72 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.		
	<i>Resist fire 16+:</i> When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals		

	half damage.	
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Huge Green Dragon

Huge 11 th level Spoiler Dragon	Initiative: +15	AC	28
		PD	25
		MD	20
		HP	900
	<p>Sharp claws +16 vs. AC—100 damage <i>Natural 11-15:</i> The dragon can make a <i>bite</i> attack as a free action. <i>Natural 16+:</i> The dragon can make a <i>poison breath</i> attack as a free action.</p> <p><i>[Special trigger]</i> Bite +16 vs. AC—140 damage <i>Natural 16+:</i> The target also takes 20 ongoing poison damage.</p> <p><i>[Special trigger]</i> C: Poison breath +16 vs. PD (1d3 nearby enemies)—100 poison damage, and the target is hampered (save ends)</p> <p><i>Burrow</i></p> <p><i>Resist poison 18+:</i> When a poison attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.</p>		

Huge Blue Dragon

Huge 12 th level Caster Dragon	Initiative: +17	AC	29
		PD	26
		MD	26
		HP	980
	<p>Double claws +16 vs. AC (2 attacks)—50 damage <i>Natural even hit or miss:</i> The dragon can make a <i>bite</i> attack as a free action.</p> <p><i>[Special trigger]</i> Bite +16 vs. AC—60 damage, and 4d10 lightning damage to the target and to one other nearby enemy of the dragon's choice</p> <p>C: Far slashing lightning breath +16 vs. PD (1d4 nearby or far away enemies)—80 lightning damage <i>Natural even hit:</i> The target is also dazed (save ends). After the target saves, it takes a -1 attack penalty (non-cumulative) until its next full heal-up (because it's vibrating slightly out of synch with the rest of the world).</p> <p><i>Intermittent breath:</i> A huge blue dragon can use <i>far slashing lightning breath</i> 2d4 times per battle, but never two turns in a row.</p> <p><i>Counter-spell:</i> When an enemy targets the blue dragon with a spell, the dragon can roll a save; success means the spell has no effect on the dragon. If the level of the spell is lower than the dragon's level, it's a normal save (11+). Against an equal or higher-level spell, the save is a hard save (16+). If the dragon is</p>		

	<p>staggered, the save target increases by +5 (normal becomes hard, hard becomes 21+: impossible unless the dragon has a save bonus from some other source).</p> <p><i>Resist lightning 18+</i>: When a lightning attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.</p>	
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Huge Red Dragon

Huge 13th level Wrecker Dragon	<p>Initiative: +19</p> <p>Fangs, claws, and tail +19 vs. AC (3 attacks)—70 damage <i>First natural even hit or miss each turn</i>: Roll a fourth <i>fangs, claws, and tail</i> attack. <i>Second natural even hit or miss each turn</i>: Roll a fifth <i>fangs, claws, and tail</i> attack.</p> <p>C: Fiery breath+19 vs. PD (2d3 nearby or far away enemies)—80 fire damage <i>Miss</i>: Half damage.</p> <p><i>Intermittent breath</i>: A huge red dragon can use <i>fiery breath</i> 1d6 times per battle, but never two turns in a row.</p> <p><i>Fear</i>: While engaged with this creature, enemies with 144 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.</p> <p><i>Resist fire 18+</i>: When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.</p>	<p>AC 28 PD 27 MD 23 HP 1200</p>
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Drider

Large 6th level Caster Aberration	<p>Initiative: +10</p> <p>Sword or mace +9 vs. AC—20 damage <i>Natural even hit</i>: The drider can make a <i>poison bite</i> attack as a free action.</p> <p><i>[Special trigger]</i> Poison bite +9 vs. PD—10 poison damage, and 10 ongoing poison damage</p> <p>R: Lightning bolt spell +11 vs. PD—30 lightning damage <i>Natural even hit</i>: The drider can make a <i>lightning bolt spell</i> attack against a second nearby enemy, followed by a third and final different nearby enemy if the second attack is also a natural even hit.</p> <p>C: Web attack +11 vs. PD (up to 2 nearby enemies in a group)—the target is hampered (save ends)</p>	<p>AC 21 PD 15 MD 20 HP 170</p>
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	<i>Limited use:</i> 1/round as a quick action, if the escalation die is even.	
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Ettin

Large	Initiative: +9	AC	21
5th level		PD	18
Troop	First big swing +10 vs. AC —25 damage, and the target pops free from the ettin; then as a free action, the ettin can move (or choose not to move) and make a <i>second swing</i> attack.	MD	14
Giant	<i>[Special trigger]</i> Second swing +10 vs. AC (different target from first big swing) —15 damage	HP	160
	<i>Two-headed save:</i> If an ettin's first save against an effect fails, it can roll a second save.		
	<u>Nastier Specials</u>		
	<i>Big bully:</i> The ettin deals double damage with its attacks against staggered enemies.		
	<i>Escalating agreement:</i> If the escalation die is 3+, the ettin can target two engaged enemies with its <i>first big swing</i> attack.		

Gargoyle

Normal	Initiative: +4	AC	24
5th level		PD	21
Troop	Furious claws and fangs +9 vs. AC —9 damage	MD	14
Construct	<i>Natural 11+:</i> The gargoyle can make two more melee attacks as a free action (but never more than three total attacks per standard action, even if you roll another 11+).	HP	60
	<i>Flight</i>		
	<u>Nastier Specials</u>		
	<i>Rocky hide:</i> The gargoyle has <i>resist damage 12+</i> against attacks targeting AC.		
	<i>Statues, statues, everywhere:</i> Because they often look like statues, gargoyles are capable of springing a surprise on inattentive PCs. When there's a chance of such an ambush, give the PCs a champion-tier skill check (DC 20) to notice the gargoyles and avoid being surprised.		

Ghoul

Normal	Initiative: +8	AC	18
3rd level	Vulnerability: holy	PD	15
Spoiler		MD	12
Undead	Claws and bite +8 vs. AC —8 damage	HP	36
	<i>Natural even hit:</i> The target is vulnerable (<i>attacks vs. it have crit range expanded by 2</i>) to attacks by undead until the end of the ghoul's next turn.		

	<p><i>Pound of flesh:</i> The ghoul's <i>claws and bite</i> attack deals +4 damage against vulnerable targets.</p> <p><i>Infected bite:</i> Any creature that is slain by a ghoul and not consumed will rise as a ghoul the next night.</p> <p><u>Nastier Specials</u> <i>Paralyzing bite:</i> When the ghoul hits a vulnerable target with a natural even attack roll, the target is also stunned (save ends).</p>	
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Newly-Risen Ghoul

Normal 2 nd level Mook Undead	<p>Initiative: +5 Vulnerability: holy</p> <p>Scrabbling claws +7 vs. AC—3 damage <i>Natural 16+:</i> The target is vulnerable (<i>attacks vs. it have crit range expanded by 2</i>) to attacks by undead until the end of the ghoul's next turn.</p> <p><i>Pound of flesh:</i> The newly-risen ghoul's <i>scrabbling claws</i> attack deals +2 damage against vulnerable targets.</p>	<p>AC 17 PD 15 MD 11 HP 9</p>
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Giant

Hill Giant

Large 6 th level Troop Giant	<p>Initiative: +8</p> <p>Massive gnarly club +10 vs. AC—45 damage <i>Miss that's a natural 6+:</i> Half damage (sometimes close is good enough).</p> <p>R: Two-handed boulder throw +8 vs. PD—35 damage</p> <p><u>Nastier Specials</u> <i>Big bully:</i> The giant deals double damage with its attacks against staggered targets.</p>	<p>AC 20 PD 20 MD 14 HP 200</p>
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Frost Giant

Large 7 th level Spoiler Giant	<p>Initiative: +10 Vulnerability: fire</p> <p>Ice-covered war axe +12 vs. AC—45 damage <i>Natural even hit or miss:</i> The giant can make a <i>frost touch</i> attack against the target as a free action.</p> <p><i>[Special trigger]</i> Frost touch +11 vs. PD—10 cold damage, and the target is hampered (<i>makes only basic attacks</i>) until the end of its next turn</p>	<p>AC 23 PD 22 MD 17 HP 210</p>
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	<p>R: Large rock or iceball +11 vs. PD (one nearby enemy or far away enemy at -2 atk)—35 damage</p> <p><i>Ancient cold:</i> While battling one or more frost giants, there is only a 50% chance that the escalation die increases at the start of the round.</p> <p><i>Resist cold 16+:</i> When a cold attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><u>Nastier Specials</u></p> <p><i>Strength of giants:</i> Twice per battle, the giant can make a <i>slam</i> attack as a quick action (once per round).</p> <p>Slam +10 vs. PD (one enemy smaller than it)—20 damage, the target pops free from the giant, and the target loses its next move action.</p>	
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Stone Giant

Large 8th level Troop Giant	Initiative: +11	AC 24
		PD 22
	Stone club +13 vs. AC—50 damage	MD 18
	<i>Natural even hit or miss:</i> The stone giant can also make a <i>stomp</i> attack against a single target as a free action.	HP 270
	Stomp +13 vs. PD (each smaller enemy engaged with the giant)—30 damage , and the target is dazed (save ends)	
	R: Thrown boulder +11 vs. PD (one nearby or far away enemy)—40 damage	
	<i>Natural even miss:</i> 20 damage.	
	<i>Built of stone:</i> The stone giant has <i>resist weapons 16+</i> .	

Fire Giant

Large 8th level Wrecker Giant	Initiative: +12	AC 25
	Vulnerability: cold	PD 21
	Flaming greatsword +13 vs. AC (2 attacks)—35 damage	MD 17
	<i>Natural even hit or miss:</i> The target also takes 10 ongoing fire damage.	HP 285
	R: Flaming black-iron javelin +11 vs. AC—40 damage	
	<i>Natural even hit or miss:</i> The target also takes 10 ongoing fire damage.	
	<i>Fiery escalator:</i> The fire giant adds the escalation die to its attacks against targets taking ongoing fire damage.	
	<i>Resist fire 16+:</i> When a fire attack targets this creature, the	

	<p>attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><u>Nastier Specials</u> <i>Burning blood:</i> When a fire giant becomes staggered, it deals 10 ongoing fire damage to each enemy engaged with it. <i>Strength of giants:</i> Twice per battle, the giant can make a <i>slam</i> attack as a quick action (once per round). Slam +12 vs. PD (one enemy smaller than it)—10 damage, the target pops free from the giant, and the target loses its next move action.</p>	
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Fire Giant Warlord

Large 9th level Leader Giant	<p>Initiative: +14 Vulnerability: cold</p> <p>Flaming greatsword +15 vs. AC (2 attacks)—40 damage <i>Natural even hit or miss:</i> The target also takes 10 ongoing fire damage.</p> <p>Massive strike +15 vs. AC—90 damage, and 10 ongoing fire damage</p> <p><i>Fiery escalator:</i> The fire giant warlord adds the escalation die to its attacks against targets taking ongoing fire damage.</p> <p><i>Resist fire 16+:</i> When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><i>Warlord of fire:</i> As a standard action, the warlord can command one nearby ally that has resistance to fire to make a melee attack as a free action.</p> <p><u>Nastier Specials</u> <i>Unquenchable fires:</i> Enemies engaged with the fire giant warlord take a -5 penalty to saves against ongoing fire damage.</p>	AC 26 PD 22 MD 18 HP 355
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Storm Giant

Huge 10th level Archer Giant	<p>Initiative: +16</p> <p>Truly enormous greatsword +15 vs. AC—120 damage <i>Natural even hit or miss:</i> The giant can make a <i>lightning bolt</i> attack against a random nearby enemy as a free action. <i>Miss:</i> 40 damage OR the giant can make a <i>release the thunder</i> attack as a free action.</p> <p>R: Giant longbow +14 vs. AC (2 attacks vs. nearby or far away enemies)—60 damage <i>Natural even hit:</i> The giant can make a <i>lightning bolt</i> attack</p>	AC 26 PD 24 MD 22 HP 650
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	<p>against a random enemy that is nearby the target of the <i>longbow</i> attack.</p> <p>[Special trigger] C: Lightning bolt +15 vs. PD (one random nearby enemy)—2d6 x 10 lightning damage Miss: Half damage.</p> <p>[Special trigger] C: Release the thunder +15 vs. PD (all nearby creatures)—1d10 thunder damage per <i>building thunder</i> point (see below). Miss: Half damage.</p> <p>Building thunder: Keep count of the number of times the storm giant uses its <i>lightning bolt</i> attack during the battle. Add that number to the escalation die to get the current building thunder value.</p> <p>Skystep: A storm giant can use its standard action to walk or run through the air, using move actions to continue. If the storm giant makes a standard action attack, it settles back to the ground below it without falling.</p> <p>Storm born: The storm giant has <i>resist thunder 16+</i> and <i>resist lightning 16+</i>.</p>	
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Gnoll

Nastier Special for all gnolls:

Blood fury: +1d10 melee damage if the gnoll or its target is staggered.

Gnoll Ranger

Normal 3rd level Archer Humanoid	<p>Initiative: +9</p> <p>Hand axes +6 vs. AC (2 attacks)—6 damage Pack ferocity: If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage.</p> <p>R: Longbow +8 vs. AC—8 damage Natural even hit or miss: The gnoll can make a second <i>longbow</i> attack (no more) as a free action.</p> <p>Quick shot: When the gnoll ranger is unengaged and an enemy moves to engage it, roll a d20. On a 11+, the gnoll ranger can make a <i>longbow</i> attack against that enemy as a free action just before being engaged.</p> <p><u>Nastier Specials</u> Hates everyone: The crit range of attacks by gnoll rangers expands by 2 against humanoids.</p>	<p>AC 18 PD 17 MD 14 HP 46</p>
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Gnoll Savage

Normal	Initiative: +7	AC	19
3rd level		PD	16
Troop	Spear +7 vs. AC—10 damage	MD	13
Humanoid	<i>Pack ferocity:</i> If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage.	HP	42
	R: Thrown spear +6 vs. AC—8 damage		

Gnoll War Leader

Normal	Initiative: +8	AC	20
4th level		PD	17
Leader	Heavy flail +9 vs. AC—14 damage	MD	14
Humanoid	<i>Natural even hit or miss:</i> The target is marked for death; until the end of the battle, all gnoll attacks against the target gain an attack bonus equal to the escalation die.	HP	56
	<i>Pack ferocity:</i> If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage.		

Goblin

Goblin Grunt

Normal	Initiative: +3	AC	16
1st level		PD	13
Troop	Club +6 vs. AC—6 damage if the goblins and their allies outnumber their enemies; 4 damage if they don't.	MD	12
Humanoid		HP	22
	R: Shortbow +6 vs. AC—4 damage		
	<i>Shifty bugger:</i> Goblins gain a +5 bonus to disengage checks.		

Goblin Scum

Normal	Initiative: +3	AC	16
1st level		PD	14
Mook	Club +6 vs. AC—4 damage	MD	11
Humanoid		HP	5
	R: Shortbow +6 vs. AC—3 damage		
	<i>Shifty bugger:</i> Goblins gain a +5 bonus to disengage checks.		

Goblin Shaman

Normal	Initiative: +6	AC	17
2nd level		PD	12
Caster	Pointy spear +6 vs. AC—5 damage	MD	16
Humanoid		HP	34
	R: Shaking curse +6 vs. PD—8 damage , and until the end of the shaman's next turn, the target takes 2 damage whenever an enemy engages it or disengages from it		
	<i>Natural even hit or miss:</i> Choose another nearby enemy; it also suffers from the engage/disengage effect until the end of the		

	shaman's next turn.	
	<i>Shifty bugger</i> : Goblins only need to roll a 6+ to disengage.	

Bugbear

Normal	Initiative: +6	AC	19
3rd level		PD	17
Troop	Oversized weapon +8 vs. AC—10 damage	MD	12
Humanoid	<i>Natural even hit</i> : The attack deals +5 damage. <i>Miss</i> : If the target is engaged with two or more foes, it takes 1d8 damage.	HP	55

Hobgoblin Warrior

Normal	Initiative: +3	AC	19
2nd level		PD	14
Troop	Longsword +7 vs. AC—8 damage	MD	14
Humanoid	<i>Natural even miss</i> : 2 damage. <i>Group ability</i> : For every two hobgoblins in the battle (round up, ignore mooks), one of them can use <i>well-armored</i> as a free action once during the battle. <i>Well-armored (group)</i> : Ignore all damage from a hit (but not a crit) against AC.	HP	32

Hobgoblin Captain

Normal	Initiative: +5	AC	20
4th level		PD	17
Leader	Longsword +10 vs. AC—14 damage, and <i>willing-underling</i> triggers	MD	14
Humanoid	<i>Willing-underling</i> : Until the start of its next turn, the first time an attack would hit the hobgoblin captain, it can partially avoid that attack if it has a nearby goblin ally. It only takes half damage from the attack, and that ally takes the rest. R: Throwing axe +8 vs. AC—10 damage <i>Group ability</i> : For every two hobgoblins in the battle (round up, ignore mooks), one of them can use <i>well-armored</i> as a free action once during the battle. <i>Well-armored (group)</i> : Ignore all damage from a hit (but not a crit) against AC.	HP	50

Hobgoblin Warmage

Normal	Initiative: +6	AC	20
5th level		PD	14
Caster	Warstaff +8 vs. AC—15 damage	MD	19
Humanoid	R: Fireblast +10 vs. PD (up to 2 nearby enemies in a group)—10	HP	70

	<p>fire damage (or 20 if used against a single target), and the target loses its next move action</p> <p>C: Concussive blast +10 vs. PD (all enemies engaged with the wamage)—10 force damage, and the wamage pops the target off of it</p> <p><i>Natural 20:</i> The target is also dazed (save ends).</p>	
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Golem

Flesh Golem

Large	Initiative: +5	AC	18
4th level		PD	16
Blocker	Sweeping fists +9 vs. AC (2 attacks)—15 damage	MD	14
Construct	<p>Maddened battlefield repairs +11 vs. AC (one staggered living enemy)—20 damage, and the flesh golem heals 2d10 hit points</p> <p><i>Miss:</i> 10 damage, and the flesh golem heals 1d10 hit points.</p> <p><i>Limited use:</i> The flesh golem can only use this attack while it's staggered.</p> <p><i>Energy magnet:</i> Whenever a spell that causes cold, fire, force, lightning, or negative energy damage targets one of the flesh golem's nearby allies, the flesh golem has a 50% chance of becoming the main target instead. Therefore, spells that affect groups would spread out from the flesh golem.</p> <p><i>Weakness of the flesh:</i> Flesh golems are not immune to effects.</p>	HP	100

Clay Golem

Large	Initiative: +6	AC	20
6th level		PD	18
Spoiler	Bare brutal hands +10 vs. AC—36 damage	MD	14
Construct	<p><i>Cursed wound:</i> A non-dwarf creature damaged by a clay golem can't be healed to above half its maximum hit points until after the battle.</p> <p><i>Golem immunity:</i> Non-organic golems are immune to effects. They can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage. You can damage a golem, but that's about it.</p> <p><i>Ignore attacks 11+:</i> When an attack hits this creature, the attacker must roll a natural 11+ on the attack roll or it misses instead. That's <i>all</i> attacks.</p>	HP	120

Stone Golem

Large	Initiative: +11	AC	25
8th level		PD	23
Blocker	Massive stone fists +12 vs. AC (2 attacks)—35 damage	MD	18
Construct	<i>Miss:</i> 15 damage.	HP	280

Finishing smash +14 vs. AC (one staggered enemy)—80 damage, and the golem pops the target off it and moves it a short distance away from the golem

Natural even hit or miss: 20 damage, and the target is hampered (save ends).

Natural odd hit or miss: 20 damage, and the target is dazed (save ends).

Golem immunity: Non-organic golems are immune to effects. They can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage. You can damage a golem, but that's about it.

Nastier Specials

Former idol: Evoke the powers of an ancient culture's strange rites by giving the stone golem any weird power you wish. If you're stuck for inspiration, consider starting with random abilities from the demons that aren't related to energy or the *cone of cold* from the ogre mage.

Iron Golem

**Large
10th level
Wrecker
Construct**

Initiative: +13

Fists of iron +17 vs. AC (2 attacks)—50 damage

Miss: 5d10 damage.

Golem immunity: Non-organic golems are immune to effects. They can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage. You can damage a golem, but that's about it.

Rampage: At the start of each of the iron golem's turns, roll a d6. If the roll is equal to or less than the escalation die, the iron golem goes on a rampage that turn. Instead of its two normal *fists of iron* attacks, it can make three attacks with *fists of iron*, each against a different random nearby creature, enemy or ally. It can move after each such attack as a free action, if necessary, taking only half damage from opportunity attacks during the rampage.

Nastier Specials

Poison gas: The first time the iron golem is staggered, poison gas leaks from it into the area. It can make a *poison gas cloud* attack as a free action.

[Special trigger] C: Poison gas cloud +15 vs. PD (all nearby creatures)—25 ongoing poison damage

**AC 28
PD 24
MD 20
HP 360**

Half-Orc

Nastier Special for all half-orcs

Lethal swing: Once per battle, a half-orc can reroll a melee attack and use the result it prefers.

Half-Orc Legionnaire

Normal	Initiative: +8	AC	20
4th level		PD	18
Troop	Longsword +10 vs. AC—12 damage	MD	14
Humanoid	<i>Natural even hit:</i> The half-orc legionnaire gains a +2 bonus to all defenses until the start of its next turn. <i>Natural odd hit:</i> The target takes +1d6 damage. <i>Natural even miss:</i> 4 damage. <i>Natural odd miss:</i> If the legionnaire's next melee attack is a natural even hit, it becomes a critical hit instead!	HP	56
	R: Javelin +10 vs. AC—10 damage		

Half-Orc Tribal Champion

Normal	Initiative: +9	AC	19
5th level		PD	18
Wrecker	Great axe +9 vs. AC—18 damage	MD	17
Humanoid	<i>Natural odd miss:</i> The tribal champion heals 5 hp. <i>Natural even miss:</i> 10 damage.	HP	80
	R: Longbow +8 vs. AC—12 damage		
	<i>Tribal rage:</i> When the escalation die is even, a tribal champion can roll two d20 for each melee attack roll it makes and use the result it prefers. If both dice are 11+, the melee attack is a critical hit.		

Half-Orc Commander

Normal	Initiative: +13	AC	23
8th level		PD	22
Leader	Jagged longsword +15 vs. AC (2 attacks)—15 damage	MD	18
Humanoid	<i>Natural even hit:</i> One nearby lower-level mook makes an attack as a free action.	HP	150
	R: Thrown javelin +13 vs. AC—20 damage		
	<i>Natural even hit:</i> The half-orc commander gains 20 temporary hit points.		
	<i>Orcish command:</i> When a nearby ally of the half-orc commander scores a critical hit, that ally can roll a save against a save ends effect as a free action.		

Harpy

Normal	Initiative: +7	AC	18
4th level		PD	14
Spoiler	Talons +6 vs. AC—10 damage	MD	17
Humanoid	<i>Cull:</i> The harpy gains a +5 bonus to attack and damage with this attack against any enemy suffering from any fiendish song effect.	HP	44
	C: Fiendish song +10 vs. MD (1d3 nearby enemies)—5 psychic		

	<p>damage</p> <p><i>Natural 16-17:</i> The target is hampered (easy save ends, 6+).</p> <p><i>Natural 18-19:</i> The target is weakened instead of hampered (easy save ends, 6+).</p> <p><i>Natural 20:</i> The target is confused instead of weakened (easy save ends, 6+).</p> <p><i>Flight</i></p>	
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Hellhound

Normal	Initiative: +5	AC 18
3rd level		PD 16
Wrecker	Savage bite +9 vs. AC—7 damage	MD 11
Humanoid	<i>Natural even hit or miss:</i> The hellhound can make a <i>fiery breath</i> attack as a free action.	HP 58
	<i>[Special trigger] C: Fiery breath +9 vs. PD (1d3 nearby enemies in a group)—10 fire damage</i>	
	<i>Resist fire 16+:</i> When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.	
	<u>Nastier Specials</u>	
	<i>Fiery aura:</i> Each creature engaged with a hell hound at the start of its turn takes 2d6 fire damage.	

Human

Human Thug

Normal	Initiative: +3	AC 17
1st level		PD 14
Troop	Heavy mace +5 vs. AC—4 damage	MD 12
Humanoid	<i>Natural even hit or miss:</i> The thug deals +6 damage with its <i>next</i> attack this battle.	HP 27

Demon-Touched Human Ranger

Normal	Initiative: +10	AC 21
5th level		PD 14
Archer	M or R: Demon bow +10 vs. AC—15 damage, and the target is dazed (-4 attack) until it pulls the arrow out using a quick action, which deals 10 ongoing damage	MD 19
Humanoid	<i>Natural odd hit or miss:</i> The demon bow eats at the ranger's arm and the ranger takes 1d6 damage.	HP 80
	<i>Bow teeth:</i> Whenever an attacker hits the ranger with a melee attack, that creature takes 1d6 damage as the bow chews on it.	

Hungry Star

Normal	Initiative: +8	AC 16
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3rd level Wrecker Aberration	Ripping tentacles +8 vs. AC—10 damage	PD 12
	<i>Natural even hit:</i> If the target is taking ongoing psychic damage, the attack deals +2d6 damage.	MD 15 HP 54
	<i>[Group ability] R: Warp-pulse +8 vs. PD (1d3 enemies in a group)—5 ongoing psychic damage</i>	
	<i>Natural 16-18:</i> While the target is taking the ongoing psychic damage, it is dazed (-4 attacks).	
	<i>Natural 19-20:</i> While the target is taking the ongoing psychic damage, it is confused instead of dazed.	
	<i>Group ability:</i> For every two hungry stars in the battle (round up), one of them can use <i>warp-pulse</i> once during the battle.	
	<i>Limited flight:</i> Hungry stars flap and glide and hover, always within seven or eight feet of the ground.	

Hydra

Five-Headed Hydra

Huge 5th level Wrecker Beast	Initiative: +9	AC 20
	Gnashing teeth +10 vs. AC (5 attacks)—10 damage	PD 19 MD 15 HP 150
	<i>Natural even hit or miss:</i> The hydra's next <i>gnashing teeth</i> attack, if it has an attack left this turn, can be against any nearby enemy instead of against a creature engaged with it.	
	<i>Miss:</i> 5 damage.	
	<i>Too tough to trick:</i> Whenever the hydra would suffer any of the following conditions, it ignores the condition and takes 5 damage instead: confused, dazed, hampered, stunned, or weakened.	
	<i>Roiling swirl:</i> If the hydra has at least two <i>gnashing teeth</i> attacks left during a turn, it can expend one of those attacks to move to engage a nearby enemy as a free action (but it will take opportunity attacks for doing so).	
	<i>Sprout sixth head:</i> The first time the hydra is staggered, as a free action it gains 40 hit points and a sixth <i>gnashing teeth</i> attack, and is considered undamaged at its new hit point total. Using the hydra's current hit points as a new baseline, the hydra will be staggered again when it drops below 50% of that total.	
	<i>Sprout seventh head:</i> The second time the hydra is staggered, as a free action it gains 40 hit points and a seventh <i>gnashing teeth</i> attack, etc. Use a new hit point baseline as before, but there is no eighth head waiting to sprout.	
	<u>Nastier Specials</u>	
	<i>Sprout eighth head:</i> You know the drill.	

Seven-Headed Hydra

Huge 7th level Wrecker Beast	Initiative: +11	AC	24
	Gnashing teeth +12 vs. AC (7 attacks)—12 damage	PD	21
	<i>Natural even hit or miss:</i> The hydra's next <i>gnashing teeth</i> attack, if it has an attack left this turn, can be against any nearby enemy instead of against a creature engaged with it.	MD	17
	<i>Miss:</i> 7 damage.	HP	200
<p><i>Let's not waste space:</i> The seven-headed hydra has all the same abilities as the five-headed hydra, except that the heads that get sprouted are the 8th and 9th and those heads/attacks come with 50 new hit points apiece.</p> <p>And it has one additional ability...</p> <p><i>Resist opportunity attacks 16+:</i> When an opportunity attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><u>Nastier Specials</u></p> <p><i>Pyrohydra:</i> When the hydra gets a natural even attack roll with a <i>gnashing teeth</i> attack, its next attack that turn (if it has one) is a <i>flame breath</i> attack instead. Note that <i>flame breath</i> attacks don't lead to other flaming breaths; the hydra has to return to making a <i>gnashing teeth</i> attack first.</p> <p>C: Flame breath +12 vs. PD (1d2 nearby enemies)—2d12 fire damage</p> <p><i>Miss:</i> Half damage.</p>			

Kobold

Kobold Archer

Normal 1st level Mook Humanoid	Initiative: +4	AC	16
	Simple knife +6 vs. AC—3 damage	PD	14
	R: Tiny crossbow or javelin +7 vs. AC—3 damage	MD	10
	<i>Evasive:</i> Kobolds take no damage from missed attacks.	HP	6
<p><i>Split off:</i> When one of the kobold's allies engages a creature engaged with the kobold, the kobold can pop free as a free action.</p>			

Kobold Warrior

Normal 1st level Troop Humanoid	Initiative: +4	AC	18
	Spear +8 vs. AC—4 damage	PD	15
	<i>Natural even hit or miss:</i> The kobold warrior can pop free from the target.	MD	12
		HP	22

	<p><i>Evasive:</i> Kobolds take no damage from missed attacks.</p> <p><i>Not brave:</i> Kobold warriors with single digit hit points will run away the first chance they get.</p>	
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Kobold Hero

Normal	Initiative: +3	AC	18
2nd level		PD	16
Leader	Shortsword +7 vs. AC—6 damage , and each nearby non-leader kobold deals +3 damage with its next attack this battle that hits	MD	12
Humanoid	<i>Natural even miss:</i> 3 damage.	HP	34
	<i>Evasive:</i> Kobolds take no damage from missed attacks.		

Lizardman

Lizardman Savage

Normal	Initiative: +6	AC	17
2nd level		PD	16
Wrecker	Stone-tip spear (or club) +7 vs. AC—7 damage	MD	12
Humanoid	<i>Natural 16+:</i> The lizardman savage can make a <i>bite</i> attack against the target or another creature engaged with it as a free action.	HP	32
	<i>[Special trigger] Bite +7 vs. AC—5 damage</i> , and the lizardman savage can make a <i>ripping frenzy</i> attack against the target as a standard action during its next turn if it's engaged with that target		
	<i>[Special trigger] Ripping frenzy +9 vs. AC (3 attacks)—5 damage</i>		
	R: Thrown spear +6 vs. AC—5 damage		

Manticore

Large	Initiative: +13	AC	22
6th level		PD	20
Archer	Battering paws +11 vs. AC (2 attacks)—20 damage	MD	16
Beast	<i>Natural 16+:</i> The manticore can make a single <i>volley of tail spikes</i> attack (one attack roll) against a different target as a free action.	HP	182
	Crushing leonine jaws +11 vs. AC—30 damage ; OR 50 damage against a creature taking ongoing poison damage		
	C: Volley of tail spikes +13 vs. AC (1d3 nearby or far away enemies in a group)—5 ongoing poison damage (hard save ends, 16+)		
	<i>Flight</i>		
	<i>Poison reservoirs:</i> Each time the manticore uses its <i>volley of tail spikes</i> attack, it takes 1d6 damage, or 2d6 damage if it is		

staggered.

Medusa

Medusa Outlaw

2x 6th level Wrecker Humanoid	Initiative: +11	AC	22
		PD	16
	Snakes and daggers +11 vs. AC (2 attacks) —10 damage, and 10 ongoing poison damage	MD	20
	<i>Natural 18+</i> : The medusa can make a <i>petrifying gaze</i> attack against the target as a free action.	HP	150
	R: Poison arrow +11 vs. AC (one nearby or far away enemy) —15 damage, and 10 ongoing poison damage <i>Natural 20</i> : The medusa can make a <i>petrifying gaze</i> attack against the target as a free action. <i>[Special trigger] C: Petrifying gaze +11 vs. MD (one enemy)</i> —20 psychic damage, and the target must start making last gasp saves as it turns to stone <i>Caught by an eye</i> : Whenever a nearby enemy attacks the medusa outlaw and rolls a natural 1 or 2, the medusa can make a <i>petrifying gaze</i> attack against that attacker as a free action. <i>Escalating threat</i> : At the start of each of the medusa's turns, roll a d4. If you roll less than or equal to the escalation die, the medusa can also use <i>petrifying gaze</i> as a quick action once during that turn.		

Medusa Noble

2x 11th level Caster Humanoid	Initiative: +17	AC	27
		PD	21
	Snakes and swords +17 vs. AC (3 attacks) —30 damage, and 15 ongoing poison damage	MD	25
	<i>Natural 18+</i> : The medusa can make a <i>petrifying gaze</i> attack against the target as a free action.	HP	500
	R: Lightning fork +17 vs. PD (one nearby or far away enemy) —80 lightning damage <i>Natural odd hit or miss</i> : The medusa deals 1d6 x 10 lightning damage to all nearby enemies. <i>Natural even hit or miss</i> : The medusa can make a <i>lightning fork</i> attack against a different target as a free action; keep making <i>lightning fork</i> attacks until you run out of targets that have taken damage from <i>lightning fork</i> or roll a natural odd attack. <i>[Special trigger] C: Petrifying gaze +17 vs. MD (one enemy)</i> —70 psychic damage, and the target must start making last gasp saves as it turns to stone		

Caught by an eye: Whenever a nearby enemy attacks the medusa noble and rolls a natural 1-5, the medusa can make a *petrifying gaze* attack against that attacker as a free action.

Serpent wardings: Thrice per battle, as a free action, the medusa noble can force an enemy to reroll a spell attack that targeted it. The attacker can't use the escalation die for the reroll.

Skilled sorcerer: If lightning isn't working against her target, the medusa noble can take a -2 attack penalty to change the energy type of her ranged attack to fire or thunder.

Minotaur

Large 4th level Troop Humanoid	Initiative: +8	AC	19
		PD	17
	Axe or horns +9 vs. AC—27 damage, and one of the minotaur's allies can pop free from the target as a free action	MD	13
	<i>Furious charge:</i> The attack instead deals 40 damage on a hit if the minotaur first moves before attacking an enemy it was not engaged with at the start of its turn.	HP	94
	<i>Blood frenzy:</i> Minotaurs gain a +4 melee attack bonus against staggered enemies.		

Nastier Specials
Durable: The first time each round the minotaur takes damage, prevent 2d6 of it.
Fear: While engaged with this creature, enemies that have 24 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.

Ogre

Large 3rd level Troop Giant	Initiative: +5	AC	19
		PD	16
	Big honkin' club +7 vs. AC—18 damage	MD	12
	<i>Miss:</i> Half damage.	HP	90
	Big shove +9 vs. PD (each enemy engaged with ogre)—1d6 damage, and the target pops free from the ogre		

Quick use: This power only requires a quick action (once per round) instead of a standard action when the escalation die is even.

Nastier Specials
Tough skin: Whenever the ogre takes weapon damage, reduce that damage by 1d8 points.

Ogre Mage

Large	Initiative: +14	AC	23
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7 th level Caster Giant	<p>Naginata +13 vs. AC—35 damage <i>Natural 18+</i>: Make a second <i>naginata</i> attack against a nearby enemy as a free action (engaging it is not required)</p> <p>C: Cone of cold + 13 vs. PD (up to 3 nearby enemies in a group)—50 cold damage <i>Limited use</i>: 1/day, and the attack affects the ogre's allies engaged with or between enemy targets.</p> <p><i>Aura of treachery</i>: Once per round when a nearby enemy misses the ogre mage with an attack, the ogre mage can make an <i>aura of treachery</i> attack against it as a free action. <i>[Special trigger] C: Aura of treachery + 13 vs. MD</i>—the target is confused until the end of the ogre mage's next turn</p> <p><i>Flight</i>: The ogre mage flies using the sheer power of its superior mind.</p> <p><i>Invisibility</i>: If the ogre mage is not engaged, it can turn invisible as an at-will standard action. It becomes visible when it attacks. The ogre mage takes 1d10 damage each time it uses <i>invisibility</i> while it's staggered.</p> <p><i>Resist exceptional attacks 16+</i>: When a limited attack (not an at-will attack) targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.</p> <p><i>Trollish regeneration 20</i>: While an ogre mage is damaged, its uncanny flesh heals 20 hit points at the start of the ogre mage's turn. It can regenerate five times per battle. If it heals to its maximum hit points, then that use of <i>regeneration</i> doesn't count against the five-use limit. When the ogre mage is hit by an attack that deals fire or acid damage, it loses one use of its <i>regeneration</i>, and it can't regenerate during its next turn. Dropping an ogre mage to 0 hp doesn't kill it if it has any uses of <i>regeneration</i> left.</p>	<p>PD 19 MD 21 HP 170</p>

Ooze

Black Pudding

Huge 9 th level Wrecker Ooze	<p>Initiative: +8</p> <p>C: Acid-drenched pseudopod +14 vs. PD (up to 4 attacks, each against a different nearby enemy)—30 acid damage, and 10 ongoing acid damage <i>Miss</i>: 10 acid damage.</p> <p><i>Climber</i>: A black pudding sticks to ceilings and walls when it wishes, sliding along as easily as on the floor.</p>	<p>AC 23 PD 20 MD 19 HP 470</p>

Slippery: The pudding has *resist weapons* 12+.

Gelatinous Cube

Huge 5th level Blocker Ooze	Initiative: +4	AC 20 PD 18 MD 15 HP 200
	Shlup'n'schlorp +10 vs. PD —30 acid damage, and the cube engulfs the target (functions like a grab) if it's smaller than the cube <i>Miss:</i> The cube can make a <i>spasms</i> attack as a free action.	
	<i>[Special trigger]</i> C: Spasms +10 vs. AC (up to 2 attacks, each against a different nearby enemy)—15 damage	
	<i>Engulf and dissolve:</i> Targets engulfed/grabbed by the cube take 30 acid damage at the start of the cube's turn but are not viable targets for additional attacks by the cube. Multiple targets can be held within the cube simultaneously. Any engulfed creature that is also staggered must begin making last gasp saves or become paralyzed as the cube's toxins overwhelm it.	

Ochre Jelly

Large 3rd level Wrecker	Initiative: +2	AC 18 PD 17 MD 16 HP 90
	C: Acid-drenched pseudopod +8 vs. PD (1d4 attacks, each against a different nearby enemy)—6 acid damage <i>Natural even hit or miss:</i> 3 ongoing acid damage.	
	<i>Splitter:</i> The first time an ochre jelly takes 20 or more damage from a single attack, it splits into two normal-size ochre jellies, each with half the original's current hit points plus 2d6 hp. Treat the new jellies as undamaged jellies at their new hit point totals without the <i>splitter</i> ability.	

Orc

Orc Warrior

Normal 1st level Troop Humanoid	Initiative: +3	AC 16 PD 14 MD 10 HP 30
	Jagged sword +6 vs. AC —6 damage <i>Dangerous:</i> The crit range of attacks by orcs expands by 3 unless they are staggered.	

Orc Berserker

Normal 2nd level Troop Humanoid	Initiative: +5	AC 16 PD 15 MD 13 HP 40
	Greataxe +7 vs. AC —8 damage <i>Dangerous:</i> The crit range of attacks by orcs expands by 3 unless they are staggered.	

	<i>Unstoppable:</i> When an orc berserker drops to 0 hp, it does not immediately die. Ignore any damage in excess of 0 hp, roll 2d6, and give the berserker that many temporary hit points. No other healing can affect the berserker or give it more temporary hit points. When the temporary hp are gone, the berserker dies.	
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Orc Shaman

Normal	Initiative: +5	AC	18
2nd level		PD	12
Leader	Spear +6 vs. AC—6 damage	MD	16
Humanoid	<i>Dangerous:</i> The crit range of attacks by orcs expands by 3 unless they are staggered. R: Battle curse +7 vs. MD (1d3 nearby enemies)—4 psychic damage, and for the rest of the battle, melee attacks by orcs deal +1d4 damage against the target (non-cumulative)	HP	36

Orc Rager

Normal	Initiative: +12	AC	22
7th level		PD	20
Mook	Greataxe +12 vs. AC—16 damage	MD	16
Humanoid	<i>Dangerous mooks:</i> The crit range of melee attacks by orc ragers expands by 3 until half the orc rager mob has been dropped. <i>Dying strike:</i> When an orc rager drops to 0 hp, it can make a final attack as a free action. (These extra attacks can come from ragers engaged with a PC.)	HP	27

Great Fang Cadre

Normal	Initiative: +13	AC	27
10th level		PD	25
Mook	Double axe +15 vs. AC—25 damage	MD	21
Humanoid	<i>Natural 11+:</i> The cadre can make a second <i>double axe</i> attack (no more) as a free action. <i>Dangerous mooks:</i> The crit range of melee attacks by great fang cadre orcs expands by 3 until half the great fang cadre mob has been dropped. R: Big, black, creaking bow +15 vs. AC—37 damage <i>Natural even hit or miss:</i> The attack targets PD instead of AC. <u>Nastier Specials</u> <i>On the spot mutation:</i> Whenever an attack eliminates one or more members of the mob, there is a 50% chance that each survivor gains one of these abilities: extra melee attack, damage aura: 1d20 damage vs. any enemy that starts its turn engaged with the orc, or +4 bonus to AC.	HP	50

Otyugh

Large 3rd level Blocker Aberration	Initiative: +5	AC	19
		PD	17
	Grasping tentacles +8 vs. PD (2 attacks)—5 damage	MD	13
	<i>Natural even hit:</i> The otyugh can grab the target.	HP	84
	<i>Natural 18 or 20:</i> The otyugh can grab the target and make a <i>big toothy maw</i> attack against it as a free action.		
	Big toothy maw +12 vs. AC (one enemy it's grabbing; includes +4 grab bonus)—16 damage		
	<i>Trash nest defense:</i> The otyugh gains a +2 bonus to all defenses while fighting in its nest or in similar piles of excrement and trash.		
	<i>Tentacle flail:</i> Once per round, an otyugh can make a <i>grasping tentacles</i> attack as a free action against a moving nearby creature it is not engaged with; on a natural even hit, the target is grabbed and its movement stops.		

Owlbear

Large 4th level Wrecker Beast	Initiative: +8	AC	19
		PD	17
	Rip and peck +9 vs. AC—15 damage, and until the end of the owlbear's next turn, the target is hampered (<i>makes only basic attacks</i>) while engaged with the owlbear	MD	13
	<i>Vicious hybrid:</i> If the escalation die is even, make another <i>rip and peck</i> attack.	HP	101
	<i>Feed the cubs:</i> An owlbear that scores a critical hit against a hampered enemy tears a piece of the creature off (GM chooses a limb) and will subsequently attempt to retreat with the prize to feed its cubs. The torn-up enemy is stunned until the end of its next turn.		
	<i>Silent hunter:</i> Owlbears are nearly silent until they strike. Checks to hear them approaching take a -5 penalty.		

Phase Spider

Large 7th level Spoiler Beast	Initiative: +16	AC	23
		PD	22
	Phasing fangs +11 vs. PD (2 attacks)—25 damage	MD	18
	<i>Natural even hit:</i> The spider can make a <i>rummage and filch</i> attack against the target as a free action, even if the target isn't staggered.	HP	200
	Rummage and filch +11 vs. MD (one staggered creature)—the phase spider steals a random true magic item from the target (see below).		

Phasing abilities: As long as it didn't just return from being out of phase, at the start of the phase spider's turn, roll a d6 to see which of its phase and teleport abilities it can access that turn. The spider doesn't have to use the available ability and can attack normally, if it wishes.

1-2: Short teleport—As a move action, the spider can teleport anywhere it can see nearby.

3: Long teleport—As a move action, the spider can teleport anywhere it can see nearby or far away.

4-5: Phase out—As a move action, the spider can remove itself from the battlefield, returning on its next initiative turn anywhere it chooses nearby. It doesn't get to make a phase roll at the start of its next turn though.

6: Teleport away—If the spider has stolen at least one magic item, as a move action it can teleport back to its lair, or to its master if it has one. It leaves the battle. If it hasn't stolen an item yet, it won't leave and can use its choice of the other abilities this turn.

Stolen items: If the spider is slain before it leaves battle, all items stolen from the party are recovered. If a d20 roll results in a 20, other magic items are found.

Rakshasa

X2
8th level
Caster
Humanoid

Initiative: +16

Claws and bite +11 vs. AC (2 attacks)—25 damage

Natural even hit: The rakshasa can make a *rend mind* attack as a free action.

R: Striped lightning bolts +13 vs. PD (1d3 nearby enemies)—25 lightning damage, or 50 lightning damage against a staggered target

Natural even hit: The rakshasa can make a *rend mind* attack as a free action.

C: Rend mind +13 vs. MD (one nearby enemy)—15 psychic damage, and the target is confused (*make a basic or at-will attack vs. ally*) until the end of the rakshasa's next turn

Shapechange: As a standard action, the rakshasa can change its form to that of any humanoid, or back to its own shape. Seeing through the shapechange requires a DC 25 skill check.

Nastier Specials

Master of chaos: The rakshasa gains a bonus to all defenses equal to the current number of confused enemies in the battle.

Reversal of fate: Once per day as a quick action, the rakshasa steals the escalation die; until the end of the battle, the rakshasa gains an attack bonus equal to the die's value when it was stolen. Reset the escalation die to 0 for the players and increase it

AC 23
PD 20
MD 22
HP 280

normally with each new round.

Sahuagin

Normal	Initiative: +9	AC	20
5th level		PD	19
Wrecker	Trident and bite +10 vs. AC (2 attacks)—10 damage	MD	16
Humanoid	<i>Natural 20</i> : Increase the escalation die by 1, and the target is hampered (<i>makes only basic attacks</i>) until the end of its next turn.	HP	70
	R: Barbed crossbow +9 vs. AC (one nearby enemy, or a far away enemy at -2 atk)—10 damage, and 5 ongoing damage		
	<i>Blood frenzy</i> : Make a note of the escalation die when the sahuagin becomes staggered. The sahuagin gains a bonus to its melee attacks and damage equal to the escalation die value for the rest of the battle.		
	<u>Nastier Specials</u>		
	<i>Demon-touched</i> : Roll a d6 on the Demon Random Abilities table. The sahuagin gains that ability.		

Skeleton

For all skeletons

Resist weapons 16+: When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Decrepit Skeleton

Normal	Initiative: +6	AC	16
1st level	Vulnerability: holy	PD	14
Mook		MD	10
Undead	Sword +6 vs. AC—3 damage	HP	7

Skeletal Hound

Normal	Initiative: +7	AC	15
1st level	Vulnerability: holy	PD	13
Blocker		MD	13
Undead	Bite +6—5 damage	HP	24
	<i>Natural even hit</i> : The hound leaves teeth in the wound; the target takes 5 ongoing damage, and the hound takes 1d6 damage.		
	<i>Chomp chomp chomp</i> : Enemies with a lower initiative than the hound take a -5 penalty to disengage checks against it.		
	<i>Skilled intercept 11+</i> : Once per round, an engaged skeletal hound can attempt to pop free and intercept an enemy moving past it. Roll a normal save; on 11+, it succeeds.		

Skeleton Archer

Normal	Initiative: +7	AC	16
1st level	Vulnerability: holy	PD	14
Archer		MD	11
undead	Jabby bones +5 vs. AC—4 damage	HP	26
	R: Shortbow +7 vs. AC—6 damage		

Skeleton Warrior

Normal	Initiative: +8	AC	16
2nd level	Vulnerability: holy	PD	14
Troop		MD	11
Undead	Spear +8 vs. AC—6 damage	HP	26

Blackamber Skeletal Legionnaire

Normal	Initiative: +10	AC	21
4th level	Vulnerability: holy	PD	15
Troop		MD	17
Undead	Shortsword +10 vs. AC—14 damage <i>Natural 16+:</i> The target moves down 1d3 points in initiative order, to a minimum of 1. <i>Natural even miss:</i> 5 damage. R: Javelin +8 vs. AC—10 damage <i>Press advantage:</i> The legionnaire deals +1d8 damage with its attacks against enemies that have a lower initiative than it.	HP	48

Troglodyte

For all troglodytes

Trog stench: Trog spray scents that stink so badly that other humanoids take penalties to all attacks, defenses, and saves when engaged with a troglodyte or when nearby three or more troglodytes. Non-humanoids aren't affected.

Humanoids affected by *trog stench* can make a normal save (with a penalty) at the end of each of their turns. If the save succeeds, the humanoid can ignore all *trog stench* for the rest of the battle.

Trog stench penalties vary for different humanoid races:

Race	Save Penalty
Elves, gnolls, gnomes	-4
Humans, halflings, half-elves, Aasimar, tieflings, etc.	-3
Half-orcs, draconics	-2
Dwarves	-1
Steelforged	0

Trog

Normal	Initiative: +4	AC	18
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2nd level Spoiler Humanoid	Club +6 vs. AC—8 damage <i>Miss:</i> Damage equal to the penalty the trog's stench currently imposes on the target. R: Javelin +5 vs. AC—6 damage <i>Chameleon:</i> Underground, or in swamps and rivers, attacks against troglodytes by enemies who aren't engaged with them take a -4 penalty.	PD 17 MD 13 HP 38
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Trog Chanter

Normal 3rd level Leader Humanoid	Initiative: +5 Spear +8 vs. AC—12 damage <i>Miss:</i> Damage equal to the penalty the trog's stench currently imposes on the target. R: Hissing curse +10 vs. MD (one nearby enemy, or a far away enemy at -2 atk)—10 damage, and the target is again affected by <i>trog stench</i> if it had saved against the effect <i>Natural 20:</i> All nearby humanoids who saved against <i>trog stench</i> earlier in the battle are affected again by it. <i>Chameleon:</i> Underground, or in swamps and rivers, attacks against troglodytes by enemies who aren't engaged with them take a -4 penalty.	AC 19 PD 16 MD 18 HP 44
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Trog Underling

Normal 8th level Mook Humanoid	Initiative: +10 Club +12 vs. AC—22 damage <i>Miss:</i> Damage equal to three times the penalty the trog's stench currently imposes on the target. R: Javelin +11 vs. AC—16 damage <i>Chameleon:</i> Underground, or in swamps and rivers, attacks against troglodytes by enemies who aren't engaged with them take a -4 penalty.	AC 23 PD 22 MD 17 HP 38
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Troll

Large 4th level Troop Giant	Initiative: +9 Greedy wicked claw +8 vs. AC (2 attacks)—15 damage <i>Trollish regeneration 10:</i> While a troll is damaged, its rubbery flesh heals 10 hit points at the start of the troll's turn. It can regenerate five times per battle. If it heals to its maximum hit	AC 17 PD 17 MD 13 HP 90
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	<p>points, then that use of <i>regeneration</i> doesn't count against the five-use limit.</p> <p>When the troll is hit by an attack that deals fire or acid damage, it loses one use of its <i>regeneration</i>, and it can't regenerate during its next turn.</p> <p>Dropping a troll to 0 hp doesn't kill it if it has any uses of <i>regeneration</i> left.</p> <p><u>Nastier Specials</u></p> <p><i>Increased regeneration</i>: Increase the troll's regeneration dice; the baseline amount a troll regenerates should run about 1/9 of its total hp, but you can go higher to be nasty.</p> <p><i>Mutant</i>: Fire and acid don't hurt the troll's regeneration; lightning does instead.</p> <p><i>Rending</i>: If both <i>claw</i> attacks hit the same target, the target also takes 10 ongoing damage.</p>	
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Vampire

Normal	Initiative: +15	AC	26
10th level	Vulnerability: holy	PD	20
Spoiler		MD	26
Undead	<p>Deathly touch +15 vs. PD—50 negative energy damage</p> <p><i>Natural 11+</i>: The target is also weakened until the end of its next turn (-4 attacks and defenses). In addition, the target expends one unused limited trait (a spell, power, or talent with a once-per-battle or daily use, but not magic item powers) of its choice.</p> <p><i>Vampiric regeneration</i>: The vampire regenerates 1 hp per level at the start of each round indefinitely, but it turns to mist if it drops to 0 hp (see below).</p> <p><i>Mist form</i>: Unless it is slain in a manner appropriate for truly killing vampires in the campaign, a vampire that drops to 0 hp drifts away to return and fight some other day.</p> <p><u>Nastier Specials</u></p> <p>C: Vampiric compulsion +15 vs. MD (one enemy; see below)—the target is confused and vulnerable (save ends)</p> <p><i>Limited use</i>: The vampire can use <i>vampiric compulsion</i> as a free action only when a nearby enemy attacks the vampire and misses with a natural attack roll of 1-5.</p>	HP	220

Vampire Spawn

Normal	Initiative: +10	AC	20
6th level	Vulnerability: holy	PD	17
Spoiler		MD	15
Undead	<p>Claw +10 vs. AC—18 damage</p> <p><i>Natural even hit</i>: The vampire spawn can make a <i>fangs</i> attack against the target as a free action.</p>	HP	90

	<i>[Special trigger]</i> Fangs +14 vs. AC—7 damage, and a humanoid target is weakened (-4 attack and defenses) until the end of the vampire spawn's next turn	
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Spawn of the Master

Normal	Initiative: +16	AC	25
10th level	Vulnerability: holy	PD	23
Mook		MD	20
Undead	Claws and fangs +15 vs. AC—30 damage <i>Natural 18+</i> : If the target is staggered, it is also hampered (<i>makes only basic attacks</i>) until the end of its next turn.	HP	54

Wight

Normal	Initiative: +7	AC	21
4th level	Vulnerability: holy	PD	17
Spoiler		MD	13
Undead	Sword +9 vs. AC—10 damage <i>Natural even hit or miss</i> : Unless the wight is staggered, the attack also deals 8 ongoing negative energy damage. <u>Nastier Specials</u> <i>Barrow-touch</i> : The wight's attacks against enemies taking ongoing negative energy damage are against PD instead of AC and have an expanded crit range of 18+.	HP	48

Wraith

Normal	Initiative: +10	AC	19
5th level	Vulnerability: holy	PD	14
Spoiler		MD	17
Undead	Ice-cold ghost blade +10 vs. PD—14 negative energy damage <i>Natural 16+</i> : The target is also weakened (save ends). C: Spiraling assault +10 vs. PD (1d3 nearby enemies)—10 negative energy damage, and after the attack the wraith teleports to and engages with one target it hit <i>Limited use</i> : The wraith can use <i>spiraling assault</i> only when the escalation die is even. <i>Flight</i> <i>Ghostly</i> : This creature has <i>resist damage 16+</i> to all damage (including holy damage) except force damage, which damages it normally. A wraith can move through solid objects, but it can't end its movement inside them. <u>Nastier Specials</u> <i>Drain life</i> : The wraith heals half the damage it deals when it hits with a <i>natural 18+</i> attack roll.	HP	66

Wyvern

Large 5th level Wrecker Beast	Initiative: +10	AC	20
		PD	19
		MD	14
		HP	140
	Tearing jaws +10 vs. AC—35 damage <i>Natural even hit:</i> The wyvern can make a <i>deadly tail stinger</i> attack during its next turn. <i>[Special trigger] Deadly tail stinger +10 vs. PD—15 damage, and the target takes 10 ongoing poison damage (difficult save ends, 16+)</i> <i>Flight</i> <u>Nastier Specials</u> <i>Escalating poison:</i> Add the escalation die to the wyvern's ongoing poison damage whenever that damage is dealt.		

Zombie

Zombie Shuffler

Normal 1st level Mook	Initiative: +0	AC	14
	Vulnerability: holy	PD	12
		MD	8
		HP	10
	Rotting fist +5 vs. AC—3 damage <i>Natural 16+:</i> Both the zombie and its target take 1d4 damage! <i>Headshot:</i> A critical hit against a zombie shuffler deals triple damage instead of the normal double damage for a crit.		

Human Zombie

Normal 2nd level Troop Undead	Initiative: +1	AC	15
	Vulnerability: holy	PD	13
		MD	9
		HP	60
	Rotting fist +7 vs. AC—6 damage <i>Natural 16+:</i> Both the zombie and its target take 1d6 damage! <i>Headshot:</i> A critical hit against a zombie drops it to 0 hp. <u>Nastier Specials</u> <i>Eat brains:</i> More dangerous zombies don't try to kill the moving targets before feasting on brains; they keep attacking any enemy they've knocked unconscious, rolling attacks against the helpless enemy until it's dead.		

Big Zombie

Large 4th level Wrecker Undead	Initiative: +3	AC	17
	Vulnerability: holy	PD	15
		MD	12
		HP	160
	Club or club-like fists +9 vs. AC—22 damage		

	<i>Natural even hit or miss:</i> Both the zombie and its target take 4d6 damage!	
	<i>Headshot:</i> A critical hit against a zombie drops it to 0 hp.	

Giant Zombie

Large 9th level Mook Undead	Initiative: +8	AC	23
	Vulnerability: holy	PD	21
		MD	17
		HP	100
	Club or club-like fists +14 vs. AC—50 damage <i>Natural even hit or miss:</i> Both the zombie and its target take 6d10 damage! <i>Headshot:</i> A critical hit against a giant zombie mook deals triple damage instead of the normal double damage for a crit. <i>Double-strength mook:</i> The giant zombie mook counts as two 9 th level mooks when you are building battles.		

Monster Creation

Initiative

Establish a monster's initiative bonus by adding its level to a modifier between -1 and +9.

Modifier	Speed	Example
-1	Super-slow and utterly clumsy	oozes, zombies
+0	Slow and clumsy	animated statues
+1	Awkward or small	city guards, dire rats
+2	Average	hellhound, human thug
+3	Just above average	derro sage
+4	Quick	owlbear
+5	Fast	wyvern
+6	Really fast	gnoll ranger
+7	Fast like a fast PC	ogre mage
+8	Blindingly fast	rakshasa
+9	Competing with the rogue	

Attack Bonus

Add or subtract 1 to adjust how accurate a monster is.

Strike Damage

Orient yourself around the average damage for a monster's attack at any given level. When it comes to large (or double-strength) or huge (or triple-strength) monsters, you don't have to put all their damage into one strike. Split damage up into smaller attacks or use conditional follow-up attacks.

HP & AC

Use the defense numbers as the top-end rather than the baseline unless you want the difficulty to scale up.

Better Defense/Lesser Defense

Make either PD or MD better than the other, in general.

Fear Threshold

If the monster has a fear ability, it's the number of hit points where creatures are dazed (-4 attack) while engaged with the monster and can't use the escalation die. It's based on level, so that higher-level monsters are more fearsome.

Stat Adjustments

Ad hoc adjustments work fine when limited to adjustments of 1 or 2 points. If you raise a couple scores, drop a couple others.

If you want to add a full level to a monster...

- ...and you only want to boost its attack: Give the monster a +6 attack boost.
- ...and you only want to boost AC: Give the monster a +6 AC boost.
- ...and you only want to increase the monster's hit points: Double the monster's hit points.
- ...and you only want to increase the damage the monster deals: Add a second attack or ongoing damage.
- ...and you only want to increase every stat: Add +1 to attack, +1 to all defenses, multiply its damage output by 1.25, and multiply its hit points by 1.25.

Powers to Avoid

Avoid defensive powers that make it harder for the monsters to be killed unless there's an offense to unlock the defense.

Baseline Stats for Normal Monsters

Monster Level	Attack Bonus	Strike Damage	HP	AC	Better Defense	Lesser Defense	Fear threshold (HP)
0	5	4	20	16	14	10	7
1	6	5	27	17	15	11	9
2	7	7	36	18	16	12	12
3	8	10	45	19	17	13	15
4	9	14	54	20	18	14	18
5	10	18	72	21	19	15	24
6	11	21	90	22	20	16	30
7	12	28	108	23	21	17	36
8	13	38	144	24	22	18	48
9	14	50	180	25	23	19	60
10	15	58	216	26	24	20	72
11	16	70	288	27	25	21	96
12	17	90	360	28	26	22	120
13	18	110	432	29	27	23	144
14	19	135	576	30	28	24	192

Baseline Stats for Mooks

Monster Level	Attack Bonus	Strike Damage	Damage to kill one (HP)	AC	Better Defense	Lesser Defense
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0	5	3	5	16	14	10
1	6	4	7	17	15	11
2	7	5	9	18	16	12
3	8	6	11	19	17	13
4	9	7	14	20	18	14
5	10	9	18	21	19	15
6	11	12	23	22	20	16
7	12	18	27	23	21	17
8	13	23	36	24	22	18
9	14	31	45	25	23	19
10	15	37	54	26	24	20
11	16	46	72	27	25	21
12	17	60	90	28	26	22
13	18	74	108	29	27	23
14	19	90	144	30	28	24

Baseline Stats for Large or Double-Strength Monsters

Monster Level	Attack Bonus	Strike Damage	HP	AC	Better Defense	Lesser Defense	Fear threshold (HP)
0	5	9	41	16	14	10	7
1	6	10	54	17	15	11	9
2	7	14	72	18	16	12	12
3	8	21	90	19	17	13	15
4	9	28	108	20	18	14	18
5	10	36	144	21	19	15	24
6	11	42	180	22	20	16	30
7	12	56	216	23	21	17	36
8	13	76	288	24	22	18	48
9	14	100	360	25	23	19	60
10	15	116	432	26	24	20	72
11	16	140	576	27	25	21	96
12	17	180	720	28	26	22	120
13	18	220	864	29	27	23	144
14	19	270	1152	30	28	24	192

Baseline Stats for Huge or Triple-Strength Monsters

Monster Level	Attack Bonus	Strike Damage	HP	AC	Better Defense	Lesser Defense	Fear threshold (HP)
0	5	12	60	16	14	10	7
1	6	15	81	17	15	11	9
2	7	21	108	18	16	12	12
3	8	30	135	19	17	13	15
4	9	42	162	20	18	14	18
5	10	54	216	21	19	15	24
6	11	63	270	22	20	16	30
7	12	84	324	23	21	17	36
8	13	114	432	24	22	18	48
9	14	150	540	25	23	19	60
10	15	174	648	26	24	20	72

11	16	210	864	27	25	21	96
12	17	270	1080	28	26	22	120
13	18	330	1296	29	27	23	144
14	19	405	1728	30	28	24	192